

Welcome to LOGO!

Dear customer,

Thank you for purchasing LOGO!, and congratulations on your decision. In LOGO! you have acquired a logic module that meets the stringent quality requirements of ISO 9001.

LOGO! is universal in application. Its comprehensive functionality and great ease of use make it a highly cost-efficient solution for virtually any application.

LOGO! documentation

This LOGO! manual tells you how to install, program and use LOGO!.

You can find information on wiring in the LOGO! manual as well as in the LOGO! product information that is supplied with each device. You can get further information on programming LOGO! via the PC in the LOGO!Soft Comfort online help system. LOGO!Soft Comfort is the programming software for PCs. It runs under WINDOWS® and will help you get to know LOGO! and to write, test, print out and archive programs independently of LOGO!.

Guide to the manual

We have subdivided this manual into 9 chapters:

- Getting to Know LOGO!
- Installing and Wiring LOGO!
- Programming LOGO!
- LOGO! Functions
- Parameterizing LOGO!
- LOGO!'s Program Modules
- LOGO! Software
- Applications
- Appendices

Additional support

You can find answers to your LOGO! questions quickly and easily on the Internet at <http://www.ad.siemens.de/logo>.

Safety guidelines

This manual contains notices which you should observe to ensure your own personal safety, as well as to protect the product and connected equipment. These notices are highlighted in the manual by a warning triangle and are marked as follows according to the level of danger:



Danger

Indicates that death, severe personal injury or substantial damage to property **will** result if proper precautions are not taken.



Warning

Indicates that death, severe personal injury or substantial damage to property **can** result if proper precautions are not taken.



Caution

Indicates that personal injury or damage to property can result if proper precautions are not taken.

Note

Draws your attention to particularly important information on the product, handling the product, or to a particular part of the documentation.



Warning

Only **qualified personnel** should be allowed to install and work on this equipment. Qualified personnel are defined as persons who are authorized to commission, to ground and to tag circuits, equipment and systems in accordance with established safety practices and standards.



Warning

This device may only be used for the applications described in the catalog and the technical description, and only with non-Siemens devices or components if they have been approved or recommended by Siemens.

This product can only function correctly and safely if it is transported, stored, set up, and installed correctly, and operated and maintained as recommended.

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Disclaimer of Liability

We have checked the contents of this manual for agreement with the hardware and software described. Nevertheless, discrepancies cannot be ruled out, and we therefore cannot guarantee full correspondence. However, the data in this manual is reviewed regularly and any necessary corrections included in subsequent editions. Suggestions for improvement are welcomed.

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1 Getting to Know LOGO!

What is LOGO! ?

LOGO! is the universal logic module from Siemens.

LOGO! integrates

- Control functions
- An operating and display unit
- Power supply
- An interface for program modules and a PC cable
- Ready-to-use basic functions that are often required in day-to-day operation, such as functions for on/off delays and current impulse relays
- Time switch
- Binary markers
- Inputs and outputs according to the device type

What can LOGO! do?

You can use LOGO! for domestic and installation engineering tasks (e.g. stairway lighting, external lighting, sun blinds, shutters, shop window lighting etc.), switch cabinet engineering and mechanical and apparatus engineering (e.g. gate control systems, ventilation systems, or rainwater pumps etc.).

You can also use LOGO! for specific control systems in conservatories or greenhouses, for signal preparation in control systems and, with the ASi variant, you can have on-site centralized control of machines and processes.

There are special variants without an operating unit for serial applications in the construction of small machines, apparatus and control cabinets and the field of installation.

What device types are available?

There are LOGO! models for 12 V DC, 24 V DC, 24 V AC and 230 V AC as:

- A standard variant with 6 inputs and 4 outputs with dimensions of 72 x 90 x 55 mm
- A variant without a display with 6 inputs and 4 outputs with dimensions of 72 x 90 x 55 mm
- A variant with 8 inputs and 4 outputs with dimensions of 72 x 90 x 55 mm
- A long variant with 12 inputs and 8 outputs with dimensions of 126 x 90 x 55 mm
- A bus variant with 12 inputs and 8 outputs, and additional AS interface bus connection, via which 4 further inputs and 4 further outputs are available in the bus system. All this is packed into dimensions of 126 x 90 x 55 mm.

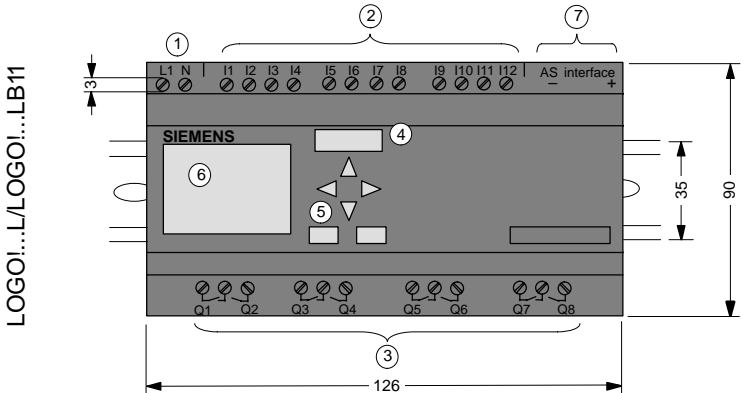
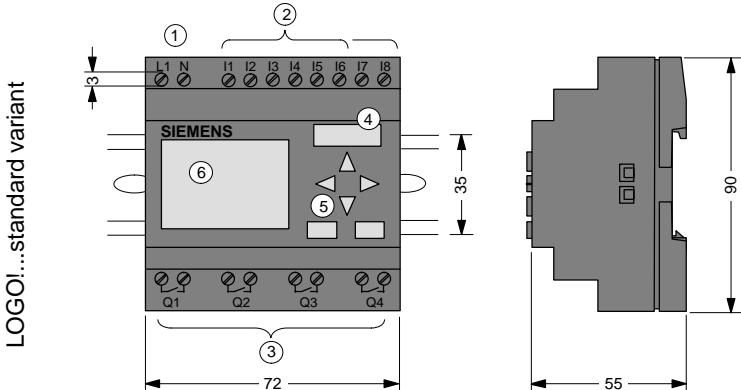
All variants include 29 ready-to-use basic and special functions for program creation.

It's your choice

The various variants can be adapted very easily to your own specific task.

LOGO! provides solutions ranging from the small domestic installation through small automation tasks to extensive tasks integrating the AS interface bus system.

How LOGO! is structured



- ① Power supply
- ② Inputs
- ③ Outputs
- ④ Module shaft with cover
- ⑤ Control panel (not with RCo)
- ⑥ LCD (not with RCo)
- ⑦ AS interface connection (only with LB11)

How to recognize which LOGO! model you have

LOGO!'s designation contains information on various characteristics:

- 12: 12 V DC variant
- 24: 24 V DC variant
- 230: 115/230 V AC variant
- R: Relay outputs (without R: Transistor output)
- C: Integrated seven-day time switch
- o: Variant without display
- L: Twice the number of outputs and inputs
- B11: slave with AS interface bus connection

We also use icons to describe the different types of LOGO! They are used whenever information refers to only some of the LOGO! variants:



Standard variant with 6 or 8 inputs and 4 outputs with dimensions of 72 x 90 x 55 mm



Standard variant without a display with 6 or 8 inputs and 4 outputs with dimensions of 72 x 90 x 55 mm







..L variant with 12 inputs and 8 outputs with dimensions of 126 x 90 x 55 mm



..B11 variant with 12 inputs and 8 outputs and additional AS interface bus connection with 4 virtual inputs and 4 virtual outputs with dimensions of 126 x 90 x 55 mm.

Variants

The following different variants of LOGO! are available:

Symbol	Designation	Outputs	Types
	LOGO! 12/24RC *	4 x 230 V; 10A	Relay
	LOGO! 24 *	4 x 24 V; 0,3 A	Transistor
	LOGO! 24RC (AC)	4 x 230 V; 10A	Relay
	LOGO! 230RC	4 x 230 V; 10A	Relay
	LOGO! 12/24RCo *	4 x 230 V; 10A	Relay
	LOGO! 24RCo (AC)	4 x 230 V; 10A	Relay
	LOGO! 230RCo	4 x 230 V; 10A	Relay
	LOGO! 12RCL	8 x 230 V; 10A	Relay
	LOGO! 24L	8 x 24 V; 0.3 A	Transistor
	LOGO! 24RCL	8 x 230 V; 10A	Relay
	LOGO! 230RCL	8 x 230 V; 10A	Relay
	LOGO! 24RCLB11	8 x 230 V; 10A	Relay
	LOGO! 230RCLB11	8 x 230 V; 10A	Relay

*: Also with analog inputs

Certification, recognition and approval

LOGO! has to UL, CSA and FM certification.

- UL listing mark
Underwriters Laboratories (UL) to
UL 508 standard, file no. 116536
- CSA Certification Mark
Canadian Standard Association (CSA) to
standard C22.2 No. 142, file no. LR 48323
- FM approval
Factory Mutual (FM) Approval to
Standard Class Number 3611, Class I, Division 2,
Group A, B, C, D



Warning

Personal injury and material damage may be incurred.

In potentially explosive areas, personal injury or property damage can result if you withdraw any connectors while the system is in operation.

Always ensure that the system is deenergized before you disconnect LOGO! plug connections and associated components in potentially explosive areas.

LOGO! carries CE marking, complies with the VDE 0631 and IEC1131 standards and has interference suppression to EN 55011 (limit class B, class A for ASi bus operation).

Shipbuilding certification has been granted.

- ABS – American Bureau of Shipping
- BV – Bureau Veritas
- DNV – Det Norske Veritas
- GL – Germanischer Lloyd
- LRS – Lloyds Register of Shipping
- PRS – Polski Rejestr Statków

LOGO! can therefore be used both in industry and at home.

Marking for Australia



All SIMATIC products with the marking shown on the left fulfil the requirements of the standard AS/NZS 2064 (Class A).

2 Installing and Wiring LOGO!

General guidelines

You should keep to the following guidelines when you install and wire your LOGO!:

- Ensure that you comply with all the valid and mandatory standards when wiring your LOGO! device. You should also heed any national and regional regulations when installing and operating the devices. Contact the relevant authorities to find out the standards and regulations that apply in your specific case.
- Use wires with the appropriate cross-section for the amount of current involved. You can wire LOGO! using wires with a cross-section of between 1.5 mm² and 2.5 mm² (see Section 2.2).
- Don't screw the connectors too tightly. The maximum torque is 0.5 Nm (see Section 2.2).
- Keep wiring distances as short as possible. If longer wires are necessary, a shielded cable should be used. You should lay wires in pairs: a neutral conductor together with a phase conductor or signal conductor.
- Isolate AC wiring and high-voltage DC wiring with rapid operating sequences from low-voltage signal wiring.
- Ensure that the wires have the required strain relief.
- Provide suitable overvoltage protection for wires that could be vulnerable to lightning.
- Do not connect an external power supply to an output load parallel to a DC output. This can result in reverse current at the output unless you have a diode or a similar block in your configuration.

Note

LOGO! must be installed and wired by a trained technician who knows and complies with both the universally applicable engineering rules and the regulations and standards that apply in specific cases.

2.1 Installing/Removing LOGO!

Dimensions

The dimensions of LOGO! comply with DIN 43880.

LOGO! must be snapped onto a DIN rail with a width of 35 mm to DIN EN 50022.

Width of LOGO!:

- LOGO! is 72 mm wide, which corresponds to the size of 4 modules (standard variant).
- LOGO!...RCo is 72 mm wide, which corresponds to the size of 4 modules (standard variant).
- LOGO!...L is 126 mm wide, which corresponds to the size of 7 modules.
- LOGO!...B11 is 126 mm wide, which corresponds to the size of 7 modules.

Note

We will show you how to install and deinstall LOGO! with the aid of an illustration of the LOGO! 230RC. The measures described also apply to all other LOGO! modules.

Installing

To **install** LOGO! on a DIN rail, proceed as follows:

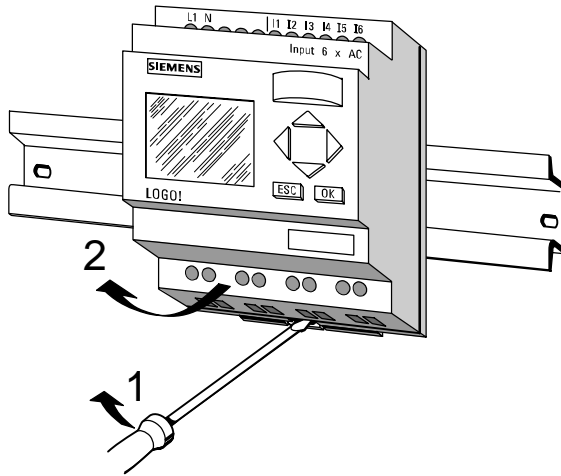
1. Place LOGO! on the rail
2. Swivel it onto the rail so that the snap catch on the back of LOGO! engages.

Depending on the type of DIN rail used, the snapping mechanism may be a bit stiff. If it is too stiff and LOGO! won't snap on, you can pull the snap catch down a little as you do when deinstalling LOGO! (as described below).

Deinstalling

To **deinstall** LOGO!, proceed as follows:

1. Insert a screwdriver in the hole shown in the picture at the lower end of the snap catch, and pull the snap catch downwards.



2. Swivel it away from the DIN rail.

2.2 Wiring LOGO!

Use a screwdriver with a 3 mm head to wire LOGO!.

You don't need wire end ferrules for the connectors. You can use wires up to the following sizes:

- 1 x 2.5 mm²
- 2 x 1.5 mm² for each second connector compartment

Connecting torque: 0.4...0.5 Nm or 3...4 LBin

Note

Install LOGO! in a distribution box or control cabinet, ensuring that the connectors are covered. If they are not, there is a danger of touching live parts.

2.2.1 Connecting the Power Supply

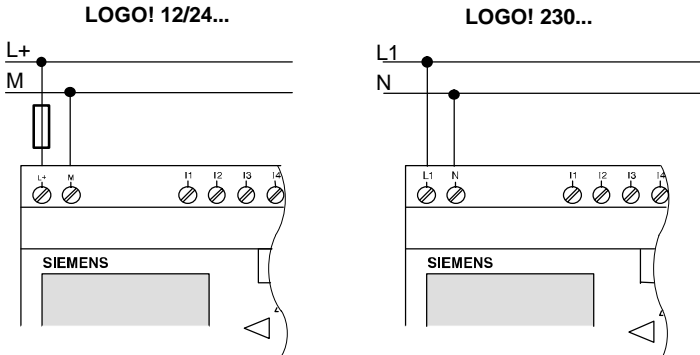
LOGO! 230 variants are suitable for line voltages with a rating of 115 V AC and 230 V AC and LOGO! 24 variants and 12 variants are suitable for 24 V DC and 24 V AC or 12 V DC supply voltage. Note the information on connection in the product information document shipped with your device and the technical specifications in Appendix A relating to the permissible voltage tolerances, line frequencies and current inputs.

Note

Power failure might result for instance in an additional edge after power restoration with edge-triggered special functions.

Connecting

To connect LOGO! to the system, proceed as follows:



Protection by fuse
if required (recommended).

12/24 RC...:	0.8 A
24:	2.0 A
24 L:	3.0 A

Note

LOGO! has protective insulation. A ground terminal is not necessary.

2.2.2 Connecting LOGO!'s Inputs

Prerequisites

Connect sensors to the inputs. The sensors may be push-buttons, switches, photoelectric barriers, daylight control switches etc.

Sensor attributes for LOGO!

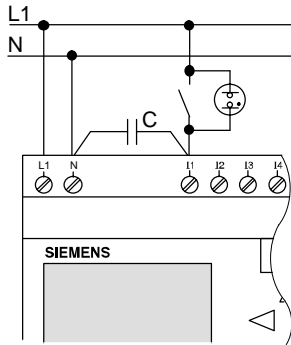
	LOGO! 12/24 RC/RCo		LOGO! 24	
	I1 ... I6	I7, I8	I1 ... I6	I7, I8
Circuit state 0	< 5 V DC	< 5 V DC	< 5 V DC	< 5 V DC
Input current	< 1.0 mA	< 0.05 mA	< 1.0 mA	< 0.05 mA
Schaltzustand 1	> 8 V DC	> 8 V DC	> 8 V DC	> 8 V DC
Input current	> 1.5 mA	> 0.1 mA	> 1.5 mA	> 0.1 mA

	LOGO! 24 RC/RCo (AC)	LOGO! 230 RC/RCo
Circuit state 0	< 5 V AC	< 40 V AC
Input current	< 1.0 mA	< 0.03 mA
Circuit state 1	> 12 V AC	> 79 V AC
Input current	> 2.5 mA	> 0.08 mA

	LOGO! 12 RCL	LOGO! 24 L	LOGO! 24 RCL...	LOGO! 230 RCL...
Circuit state 0	< 4 V DC	< 5 V DC	< 5 V DC	< 40 V AC
Input current	< 0.5 mA	< 1.5 mA	< 1.5 mA	< 0.03 mA
Circuit state 1	> 8 V DC	> 12 V DC	> 12 V DC	> 79 V AC
Input current	> 1.5 mA	> 4.5 mA	> 4.5 mA	> 0.08 mA

Sensor connections

Connecting glow lamps, 2-wire proximity switch for LOGO! 230RC/230RCo



Order number for C:
Siemens
Switching Devices & Systems

—||— 3SB1430-3C

3SB1420-3D

—□—||— 3TX7462-3T

Circuit state change 0 → 1 / 1 → 0

When the circuit state changes from 0 to 1, circuit state 1 and, in the case of a change from 1 to 0, circuit state 0 must be in place for at least one program cycle for LOGO! to recognize the new circuit state.

The cycle time of the program processing depends on the size of the program.

In the appendix you can find a description of a short test program that will help you to work out the current cycle time.

Fast inputs

LOGO! (apart from LOGO! 230..., 24 RC and 24 RCo) also has inputs for frequency functions. The same restrictions do not apply to these fast inputs. The fast inputs are the last two inputs on a LOGO!:

- LOGO! Standard variant: inputs I5/I6
- LOGO!...L variant: inputs I11/I12

Analog inputs

In the case of LOGO!24, LOGO!12/24RC and LOGO!12/24RCo, the inputs I7 and I8 can be used as normal digital inputs or as analog inputs. How the input is used depends on its purpose in the LOGO! control program. You can use the digital capability of the input with I7/I8 and its analog capability with the identifiers AI1 and AI2.

See also Section 4.1.

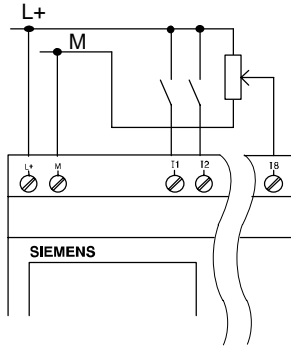
Note

Always use twisted wires for analog signals, and keep them as short as possible

Sensor connections

To connect the sensors to LOGO!, proceed as follows:

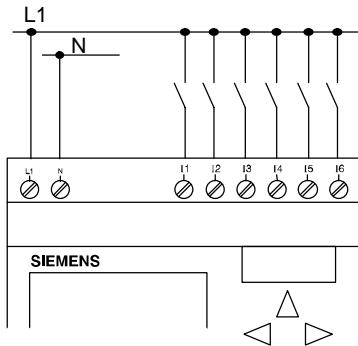
LOGO! 12/24 ...



The inputs of LOGO! 12/24... are non-isolated and therefore require the same reference potential (ground) as the power supply.

You can also pick up analog signals between the power supply and ground.

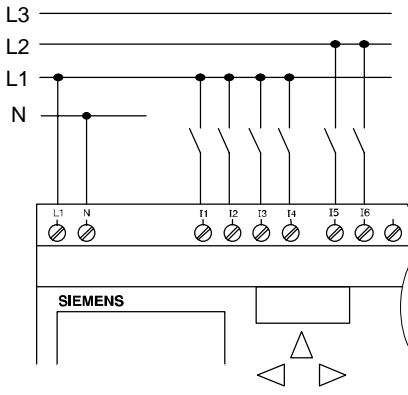
LOGO! 230 ... (standard variant)



Warning

Existing safety regulations (VDE 0110, ... and IEC 1131, ..., as well as UL and CSA) prohibit the connection of different phases to the inputs of LOGO! 230.

LOGO! ...L...



The inputs of LOGO! ...L... are grouped in groups of 4 inputs. The same applies to these groups as for the individual inputs of a standard LOGO!. Different phases are possible only between the blocks.



Warning

Existing safety regulations (VDE 0110, ... and IEC 1131, ..., as well as UL and CSA) prohibit the connection of different phases to one input block of LOGO! ...L...

2.2.3 Connecting Outputs

LOGO! ...R...

The outputs of LOGO! ...R... are relays. The contacts of the relays are isolated from the power supply and from the inputs.

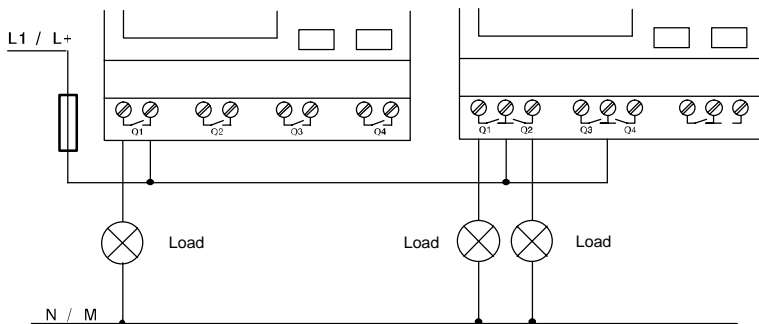
Prerequisites for relay outputs

You can connect different loads to the outputs such as lamps, fluorescent tubes, motors, contactors etc. The loads connected to LOGO! ...R... must have the following properties:

- The maximum switched current depends on the type of load and the number of operations. You will find more information on this in the technical specifications.
- When switched on ($Q = 1$), the maximum current is 10 amperes (8 A at 230 V AC) for a non-inductive load and 3 amperes (2 A at 12/24 V AC/DC) for an inductive load.

Connecting

To connect the load to LOGO! ...R... variants, proceed as follows:



Protection with automatic circuit breaker (max. 16 A, B16, e.g. power circuit breaker 5SX2 116-6 (if desired))

LOGO! with transistor outputs

LOGO! variants with transistor outputs can be identified by the fact that the letter **R** is missing from their type designation. The outputs are short circuit-proof and overload-proof. A separate voltage supply to the load is not necessary since LOGO! supplies the load with voltage.

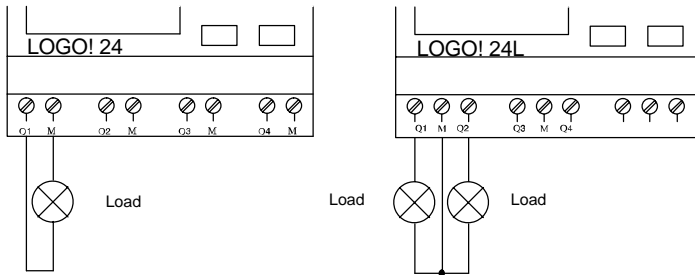
Prerequisites for transistor outputs

The load connected to LOGO! must have the following properties:

- The maximum switched current is 0.3 amperes per output.

Connecting

To connect the load to LOGO! with transistor outputs, proceed as follows:



Load: 24 V DC, 0.3 A max.

2.2.4 Connecting the ASi Bus (LOGO! ...B11 Only)

This section will be of interest to you if you want to connect LOGO!..B11 to the ASi bus.



LOGO!...B11

LOGO!...B11 can be integrated into a network as an ASi slave. Using a two-wire lead you can then do the following:

- Read in and process 4 additional inputs via the ASi bus.
- Operate 4 additional outputs on one overlaid master of the ASi bus.

Configure LOGO!...B11 in the ASi bus by means of the ASi master you are using.

Prerequisites for operation on an ASi master

Please note: LOGO! ...B11 must be registered in the ASi system (e.g. LOGO! is assigned an address by the bus master). Please read Section 2.2.5 to find out how to do this with LOGO!..



Caution

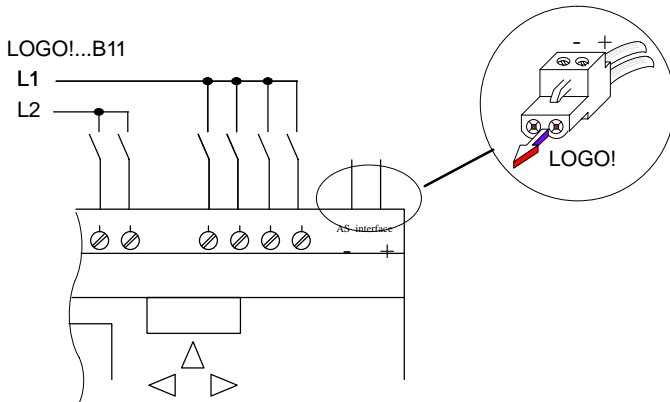
The ASi address can be changed at least 10 times for all LOGO! ..LB11 variants.

Additional changes are not guaranteed.

Connecting

Connect the bus connection cable to the connector provided or to a connector permitted by the system. Make sure that the polarity is correct.

Then push the wired connector into the interface marked **AS interface**.



2.2.5 LOGO!...B11 on the ASi Bus

LOGO!...B11 must be known to the bus master if you are to be able to use the ASi functionality. This takes place automatically when you connect LOGO!...B11 to the bus lead. The master detects the address of the slave.

In the case of LOGO!...B1, the address preset at the factory = 0. The master assigns a new address that is not equal to 0.

If there are no address conflicts in the system or if only one slave with the address 0 is connected, you do not have to take any further steps.

Note

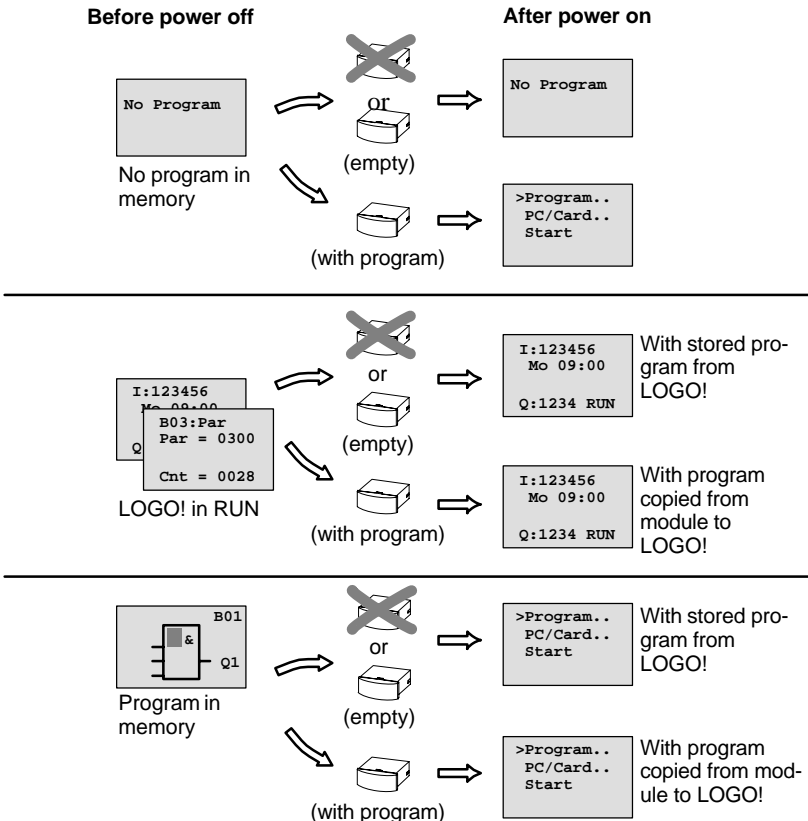
If you are connecting several slave assemblies (e.g. LOGO!...B11) to the bus at the same time, please read Appendix E.

2.3 Switching LOGO! On/Resumption of Power Supply

LOGO! does not have a power switch. How LOGO! responds when switched on, depends on the following:

- Whether a program is stored in LOGO!.
- Whether a program module is connected.
- Whether it is a LOGO! variant without a display (LOGO!...RCo).
- The state LOGO! was in before power off.

The table indicates LOGO!'s response to the possible situations:



Try to remember the 4 simple rules for starting LOGO!:

1. If there is no program in LOGO! or on the connected program module, LOGO! (with display) displays the message: No Program.
2. If there is a program on the program module, it is automatically copied to LOGO!. If there is already a program in LOGO!, it is overwritten
3. If there is a program in LOGO! or on the program module, LOGO! adopts the operating status it had before power off. If you are using a variant without display (LOGO! ...RCo), it automatically changes from STOP to RUN (the LED changes from red to green).
4. If you have switched on retentivity for at least one function or are using a function with retentivity permanently switched on, its current values are retained at power off.

Note

If a power failure occurs while you are entering a program, you will find when the power is restored that LOGO! no longer contains the program.

You should therefore save your original program before changing it on a program module (card) or on a computer (LOGO!Soft Comfort).

LOGO! operating modes

LOGO! has 2 operating modes: STOP and RUN

STOP	RUN
<ul style="list-style-type: none">• Display: 'No Program' (not LOGO! ...RCo)• Switch LOGO! to programming mode• The LED lights up red (LOGO! ...RCo only)	<ul style="list-style-type: none">• Display: Mask for monitoring the inputs and outputs (after START in the main menu) (not LOGO! ...RCo)• Switch LOGO! to parameterization mode (not LOGO! ...RCo)• The LED lights up green (LOGO! ...RCo only)
Action by LOGO!: <ul style="list-style-type: none">• The inputs are not read.• The program is not executed.• The relay contacts are always open or the transistor outputs are switched off.	Action by LOGO!: <ul style="list-style-type: none">• LOGO! reads the state of the inputs.• LOGO! calculates the state of the outputs with the program.• LOGO! switches the relays/transistor outputs on or off.

3 Programming LOGO!

The first steps with LOGO!

By programming we mean entering a circuit. A LOGO! program is really no more than a circuit diagram represented in a different way.

We have changed the way it is represented to suit LOGO!'s display panel. In this chapter we will show you how to use LOGO! to turn your applications into LOGO! programs.

Note

The LOGO! variants without a display – LOGO! 12/24RCo, LOGO! 24RCo and LOGO! 230RCo – do not have an operating unit. They are mainly intended for serial applications in small machine and apparatus construction.

LOGO!...RCo variants are not programmed on the device. Programs from LOGO! software or from memory modules of other LOGO! devices are transferred into the device.

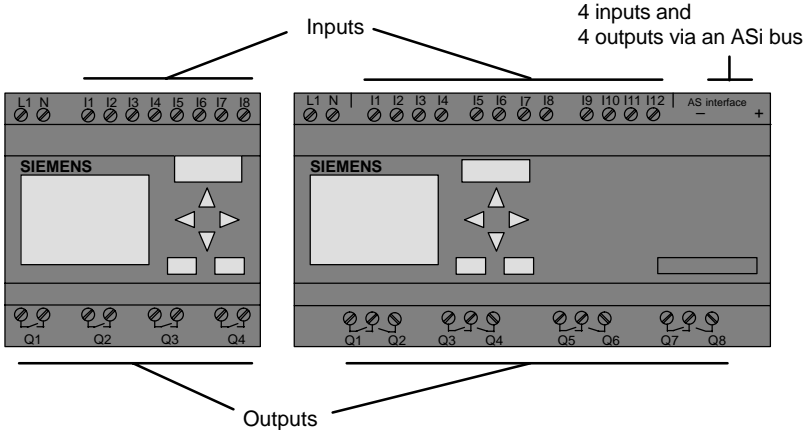
In the first section of the chapter a brief example will help you get to know how to use LOGO!.

- We will begin by introducing the two basic terms **connector** and **block** and showing you what is meant by them.
- In a second step we will develop a program from a simple, conventional circuit.
- In the third step you can then enter this program directly into LOGO!.

After reading through only the first few pages of this manual, you will already have stored your first executable program in LOGO!. Using suitable hardware (switches etc.) you will then be able to carry out your first tests.

3.1 Connectors

LOGO! has inputs and outputs:



Each input is identified by the letter I and a number. When you look at LOGO! from the front, you can see the connectors for the inputs at the top.

Each output is identified by the letter Q and a number. You can see the connectors of the outputs in the figure below.

Note

Inputs and outputs that are made available with LOGO!...B11 by means of the AS interface bus connection are physical inputs on LOGO! itself.

Note that it is the bus master that defines the input and output devices on the ASi bus.

LOGO!'s connectors

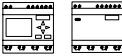


The term connector refers to all connections and states in LOGO!.

The inputs and outputs can have the state '0' or '1'. '0' means there is no voltage at the input; '1' means that there is. But that is unlikely to be new to you.

We introduced the connectors hi, lo and x, in order to facilitate program entry for you. 'hi' (high) has the fixed state '1' and 'lo' (low) has the fixed state '0'.

If you don't want to wire an input on a block, use the 'x' connector. You can find out what a block is on the next page.

LOGO! recognizes the following connectors:

Connectors			
Inputs	I1... I6I, I7 (AI1), I8 (AI2)	I1...I12	I1...I12 and Ia1...Ia4 (AS interface)
Outputs	Q1...Q4	Q1...Q8	Q1...Q8 and Qa1...Qa4 (AS interface)
lo	Signal with level '0' (off)		
hi	Signal with level '1' (on)		
x	An existing connection that is not used		

3.2 Blocks and Block Numbers

In this chapter, we will describe how you can create extensive circuits with the aid of LOGO!'s elements and how the blocks are linked to each other and to the inputs and outputs.

For this purpose, please turn to Section 3.3. There we describe how to turn a conventional circuit into a LOGO! program.

Blocks

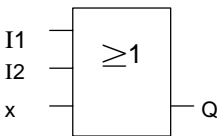
A block in LOGO! is a function which converts input information into output information. With earlier variants of LOGO! you had to wire up the individual elements in the control cabinet or terminal box.

When you program LOGO! you connect connectors with blocks. To do this, simply select the connection you require from the **Co** menu (Co stands for connector).

Logic operations

The simplest blocks are logic operations:

- AND
- OR
- ...



Inputs I1 and I2 are connected to the OR block. The last input of the block is not used and is therefore marked with an x.

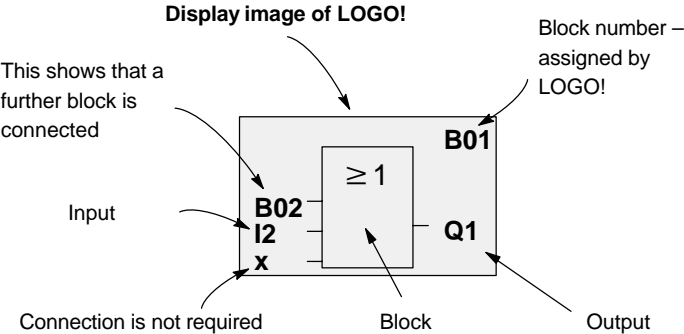
We have made the special functions far more powerful than before:

- Current impulse relay
- Counter
- On delay
-

Chapter 4 provides a complete list of LOGO!'s functions.

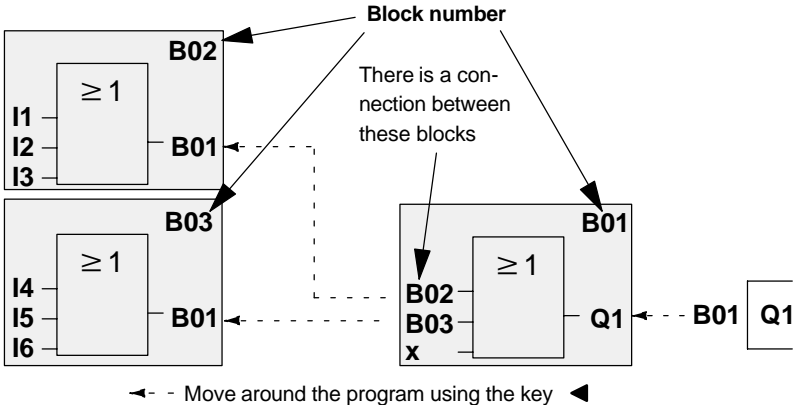
Displaying a block in LOGO!

The figure below shows a typical LOGO! display. As you can see only block can be shown at a time. We have therefore introduced block numbers to help you to check how the circuit is structured.



Assigning a block number

Whenever you insert a block in a program, LOGO! assigns that block a number. LOGO! uses the block number to indicate the connections between the blocks. The block numbers are therefore chiefly meant to help you find your way around the program.



The overview display shows you three displays of LOGO!, which together make up the program. As you can see LOGO! links the blocks with one another by means of the block numbers.

Advantages of the block numbers

You can connect almost any block to an input of the current block using its block number. In this way you can use the interim results of logic or other operations more than once. This saves you the work required to enter things again as well as memory space, and ensures that your circuit remains clear. In this case you have to know how LOGO! has named the blocks.

Note

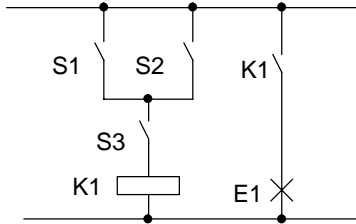
To make working with LOGO! particularly efficient, we recommend that you draw up a diagram overview of the program. This will make it easier to create the program. You can then enter the block numbers assigned by LOGO! in this diagram.

If you use the LOGO!Soft software to program LOGO!, you can display and print out a ladder program. You can create a functional block diagram of your program straight away using LOGO!Soft Comfort.

3.3 From the Circuit Diagram to LOGO!

How a circuit is represented in a circuit diagram

You know, of course, how a circuit is represented in a circuit diagram. Here is an example:

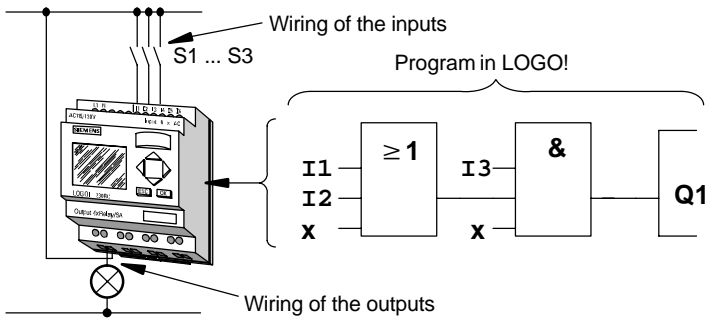


The consumer E1 is switched on and off by means of the switches (S1 **OR** S2) **AND** S3. (ODER=OR; UND=AND)

The relay K1 picks up, when S1 or S2 and also S3 are closed.

Implementing a circuit with LOGO!

You create a circuit in LOGO! by connecting blocks and connectors to each other:

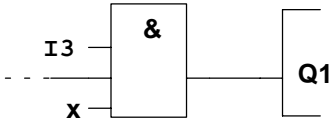


To implement a circuit in LOGO!, begin at the output of the circuit.

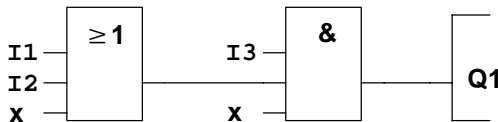
The output is the load or the relay that is supposed to operate.

You convert the circuit to blocks. To do this, go through the circuit from the output to the input:

Step 1: At output Q1 there is a series connection of the normally open contact S3 with another circuit component. The series connection corresponds to an AND block:



Step 2: S1 and S2 are connected in parallel. The parallel connection corresponds to an OR block:



You have now provided a complete description of the circuit for LOGO!. You now need to connect the inputs and outputs to LOGO!.

Wiring

Connect switches S1 to S3 to the screw connectors of LOGO!:

- Connect S1 to connector I1 on LOGO!
- Connect S2 to connector I2 on LOGO!
- Connect S3 to connector I3 on LOGO!

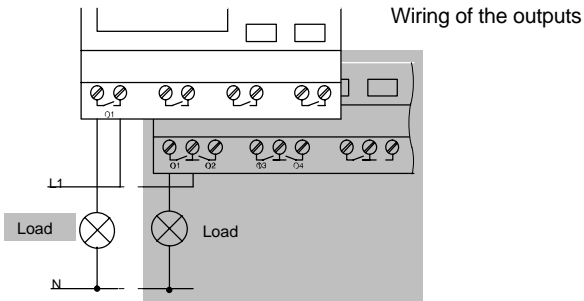
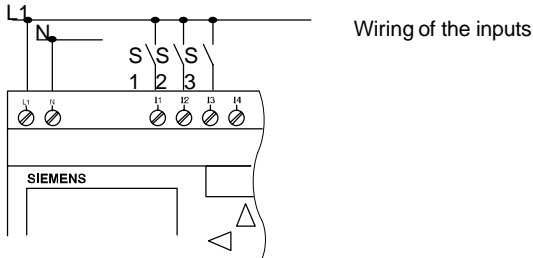
Only 2 inputs of the OR block are used so the third input must be marked as unused. This is indicated by the **x** next to it.

Likewise, only 2 inputs of the AND block are used. The third input is therefore also marked as 'unused' by an **x** next to it.

The output of the AND block controls the relay at output Q1. Consumer E1 is connected at output Q1.

Wiring example

The following table shows you the wiring based on a 230 V variant of LOGO!.



Wiring of the outputs of a LOGO...L...

3.4 The 4 Golden Rules for Working with LOGO!

Rule 1

3-finger grip



- Enter the circuit in programming mode. Switch to programming mode by pressing the 3 keys ◀, ▶ and **OK** at the same time.
- Change the values of times and parameters in parameterization mode. Switch to parameterization mode by pressing the 2 keys **ESC** and **OK** at the same time.

Rule 2

Outputs and inputs

- Always enter a circuit from output to input.
- You can connect an output to several inputs, but not several outputs to one input.
- You can't connect an output to a preceding input within a program path. Insert markers or outputs in such cases (recursions).

Rule 3

Cursor and cursor movement

The following applies when entering a circuit:

- When the cursor appears in the form of an underscore, you can **move the cursor**:
 - Use the keys ◀, ▶, ▼ or ▲ to move the cursor in the circuit.
 - Press OK to select a connector/block.
 - Press ESC to exit circuit input.
- When the cursor appears in the form of a solid block, you should **select a connector/block**
 - Use the keys ▼ or ▲ to select a connector/block.
 - Press OK to accept a selection.
 - Press ESC to go back one step.

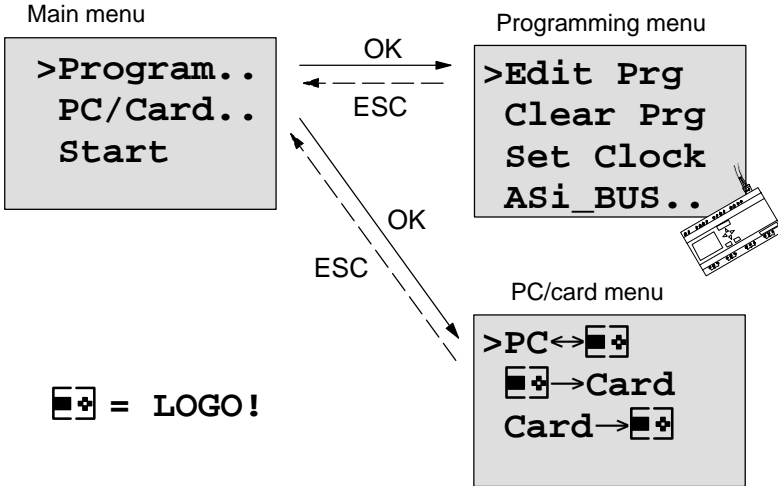
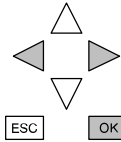
Rule 4

Planning

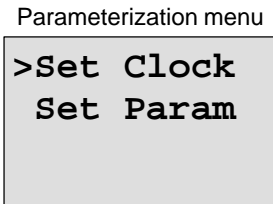
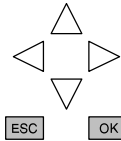
- Before you enter a circuit, draw up a complete plan of it on paper or program LOGO! directly using LOGO!Soft or LOGO!Soft Comfort.
- LOGO! can only store complete programs. If you enter an incomplete program, LOGO! is not able to exit **Programming** mode.

3.5 Overview of LOGO!'s menus

Programming mode



Parameterization mode

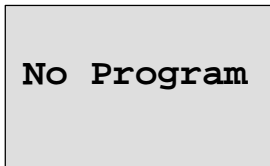


3.6 Entering and Starting a Program

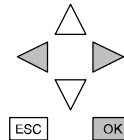
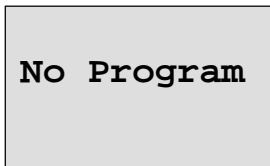
You have designed a circuit and now want to enter it in LOGO!. The example below illustrates how to do this.

3.6.1 Switching to Programming Mode

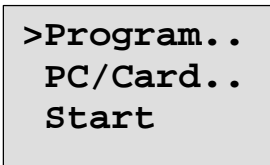
Connect LOGO! to the mains and switch on the power. The following message appears on the display:



Switch LOGO! to programming mode To do this, press the keys ◀, ▶ and OK at the same time. The fact that you have to press the keys simultaneously prevents anyone pressing them and switching to programming mode inadvertently.

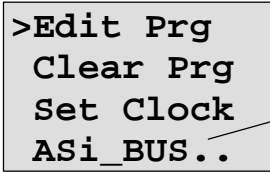


When you press the keys, LOGO!'s main menu appears:



LOGO!'s main menu

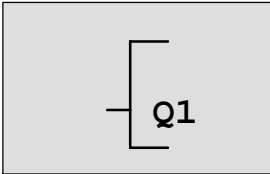
On the left in the first line you will see ">". Use the keys ▲ and ▼ to move the ">" up and down. Move the ">" to "Program.." and press OK. LOGO! switches to the programming menu.



LOGO!'s programming menu

The ASI bus entry only appears with LOGO!...LB11 variants

Here too, you can move the ">" by pressing the ▲ and ▼ keys. Position the ">" on "Edit Prg" (i.e. to enter the program) and press **OK**. LOGO! then displays the first output:



LOGO!'s first output

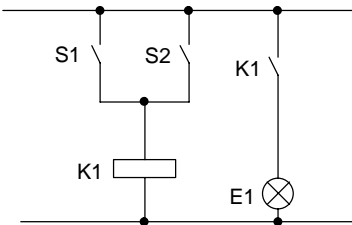
Use the keys ▲ and ▼ keys to select the other outputs. At this point, you begin to enter your circuit.

3.6.2 First Program

Let's have a look at the following circuit: a parallel connection of two switches.

Circuit diagram

How a circuit is represented in a circuit diagram



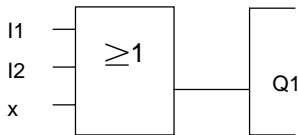
The consumer is switched on by switch S1 or switch S2. As far as LOGO! is concerned, the parallel connection of the switches is an OR block because S1 **or** S2 switches the output on.

Translated into the LOGO! program, this means: Relay K1 (in LOGO! via output Q1) is controlled by an OR block.

Program

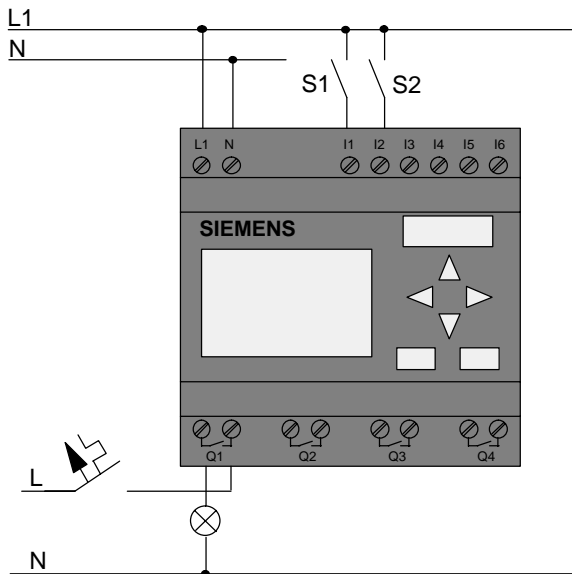
I1 and I2 are connected to the input of the OR block, S1 to I1 and S2 to I2.

Thus, the program in LOGO! looks like this:



Wiring

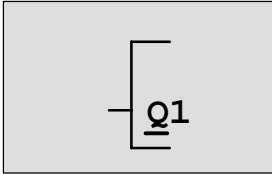
The wiring is as follows:



Switch S1 acts on input I1 and switch S2 on input I2. The consumer is connected to relay Q1.

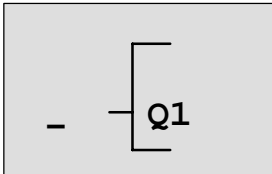
3.6.3 Entering a Program

Let's enter the program now (from the output to the input). Initially, LOGO! displays the output:



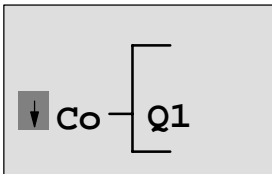
LOGO!'s first output

The Q of Q1 is underlined. This underlining is the **cursor**. The cursor indicates your current position in the program. You can move the cursor by pressing the ▲, ▼, ◀ and ▶ keys. Now press the key ◀. The cursor moves to the left.



The cursor indicates your position in the program.

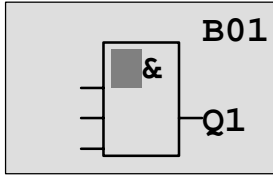
At this point, enter only the first block (the OR block). Press **OK** to switch to input mode.



The cursor appears in the form of a solid block: you can select a connector or block.

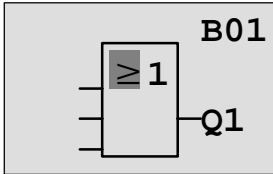
The cursor no longer appears in the form of an underline; instead it appears as a solid block that flashes on and off. At the same time, LOGO! offers you the first list for selection.

Select the BF list (by pressing ▼ until BF appears) and press **OK**. LOGO! then displays the first block in the list of basic functions (BF):



The first block in the list of basic functions is AND. The cursor appears in the form of a solid block, indicating that you have to select a block.

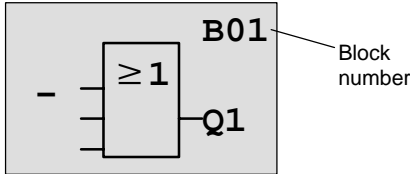
Now press the key ▲ or ▼, until the OR block appears in the display:



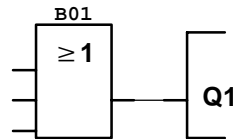
The cursor is still in the block and appears in the form of a solid block.

Press **OK** to conclude your selection.

The following appears in the display panel



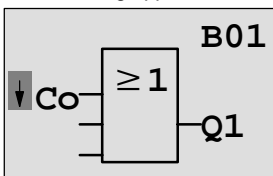
Your entire program looks like this



You have now entered the first block. Each block you enter receives a number, the block number. All you have to do now is wire the inputs of the block. To do this, proceed as follows:

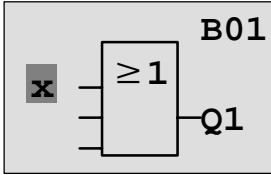
Press **OK**.

The following appears in the display panel

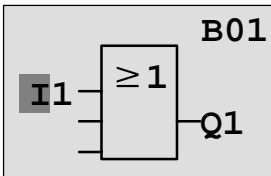


Select the Co list: Press **OK**

The following appears in the display panel

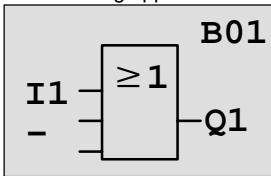


The first item in the Co list is the character for indicating that the input is not use, an "x". Use the ▲ or ▼ key to select input I1.

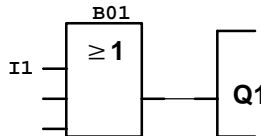


Press **OK**: I1 is connected to the input of the OR block. The cursor jumps to the next input of the OR block.

The following appears in the display panel



Your entire program so far looks like this in LOGO!

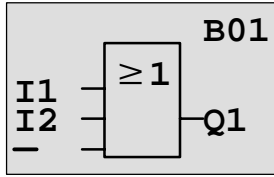


Now connect input I2 to the input of the OR block. You know how to do this already:

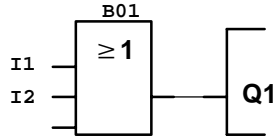
1. Switch to input mode: **OK**
2. Select the Co list: keys ▲ or ▼
3. Accept the Co list: **OK**
4. Select I2: keys ▲ or ▼
5. Accept I2: **OK**

Thus, I2 is now connected to the input of the OR block:

The following appears in the display panel



Your entire program so far looks like this in LOGO!

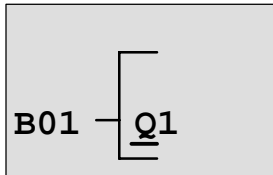


We don't need the last input of the OR block in this program. In a LOGO! program, you mark an input that is not used with an "x", so now enter the 'x' (you know the principle already):

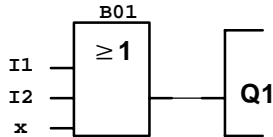
1. Switch to input mode: **OK**
2. Select the Co list: keys ▲ or ▼
3. Accept the Co list: **OK**
4. Select x: keys ▲ or ▼
5. Accept x: **OK**

Thus, all the block's inputs are now wired. As far as LOGO! is concerned, the program is now complete. LOGO! returns to output Q1.

The following appears in the display panel



Your program looks like this



If you want to have another look at your first program, you can use the ◀ or ▶ key to move the cursor through the program.

But we are going to exit program input now. To do this, proceed as follows:

1. Return to the programming menu: **ESC**

If this doesn't return you to the programming menu, you have not wired a block completely. LOGO! displays the point in the program at which you forgot something (LOGO! only accepts completed programs, which is very much in your interests). Also refer to page 57.

Note

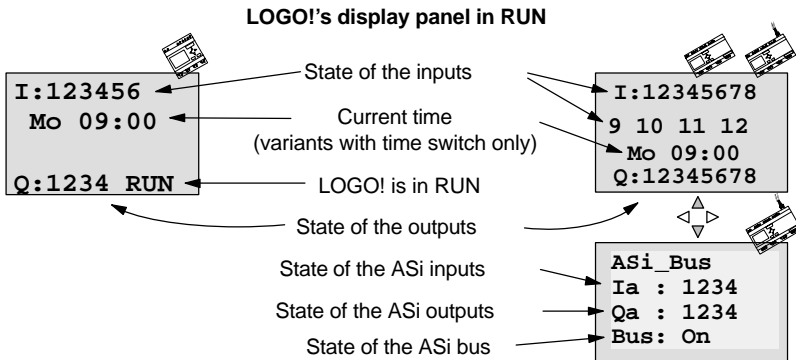
LOGO! has now stored your program permanently, so that it will not be lost in the event of a power failure. The program is stored in LOGO! until you expressly delete it by entering the appropriate command.

2. Return to the main menu: **ESC**

Switching LOGO! to RUN

3. Move '>' to 'Start': keys **▲** or **▼**
4. Accept Start: **OK**

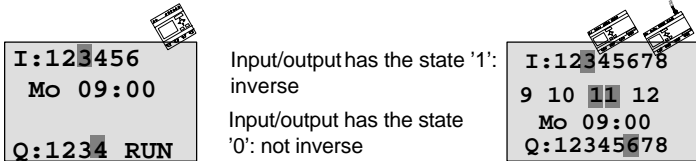
LOGO! switches to RUN. In RUN LOGO! displays the following:



What does "LOGO! is in RUN?" mean?

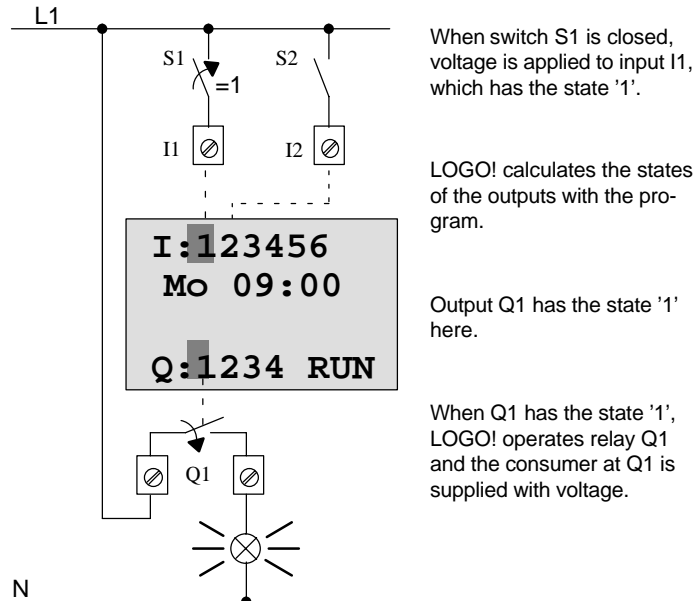
In RUN, LOGO! executes the program. First of all it reads the states of the inputs, uses the program you have specified to determine the states of the outputs, and switches the relays at the outputs on or off.

LOGO! represents the state of an input or output as follows:



State display

Let's have a look at that in our example:



The next step

You have now successfully entered your first circuit.

In the next section, we will show you how to make changes to existing programs and use special functions in them.

3.6.4 Second Program

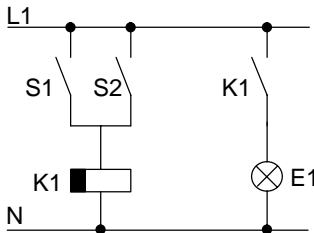
We will use the second program to show you the following:

- How to insert a block in an existing program.
- How to select a block for a special function.
- How to enter parameters.

Changing circuits

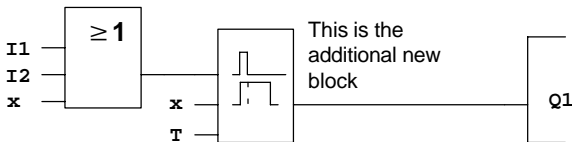
In order to produce the second program, we have to modify the first one slightly.

Let's begin by looking at the circuit diagram for the second program:



You already know the first part of the circuit. Switches S1 and S2 operate a relay. This relay switches on consumer E1 and switches it off after a delay of 12 minutes.

In LOGO! the program looks like this:



You will recognize the OR block and output relay Q1 from the first program. Only the off delay is new.

Editing a program

Switch LOGO! to programming mode

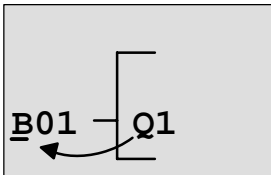
To do this, proceed as follows:

1. Switch LOGO! to programming mode:
(◀, ▶ and **OK** at the same time).
2. Select "Program.." from the main menu
(by moving '>' to "Program.." and press **OK**)
3. Select "Edit Prg.." from the programming menu
(by moving '>' to "Edit Prg.." and press **OK**)

You can now modify the existing program.

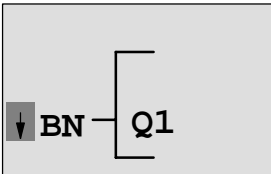
Inserting an additional block in a program

Move the cursor to the B of B01 (B01 is the block number of the OR block).



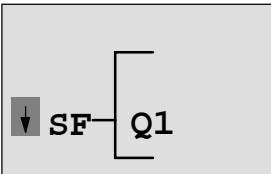
Move the cursor:
Press ◀

At this point we insert the new block. Press **OK**.



LOGO! displays the BN list.

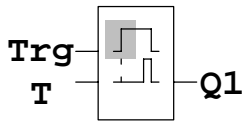
Select the SF list (▼ key).



The SF list contains the blocks
for the special functions.

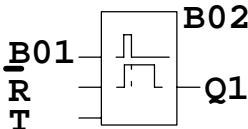
Press **OK**.

The block of the first special function appears:



When you select a block for a special or basic function, LOGO! displays the block of the function. The cursor is in the block and appears in the form of a solid block. Use the ▼ or ▲ key to select the block you want.

Select the desired block (off delay, see next diagram) and press **OK**:

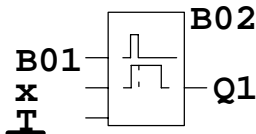


The inserted block receives the block number B02. Block B01, which has been connected up to now to Q1, is automatically connected to the uppermost input of the inserted block. The cursor is positioned at the uppermost input of the inserted block.

The off-delay block has 3 inputs. The uppermost input is the trigger input (Trg). Use this input to start the off delay. In our example, the off delay is started by the OR block B01. Reset the time and outputs using the reset input and set the time for the off delay using the T parameter.

In our example, we don't use the reset input of the off delay. We wire it with 'x'. You learned how to do this in the first program, but just to remind you, here is the procedure again:

1. Position the cursor under the R: key ▲ or ▼
2. Switch to input mode: **OK**
3. Select the Co list: keys ▲ or ▼
4. Accept the Co list: **OK**
5. Select x: keys ▲ or ▼
6. Accept x: **OK**



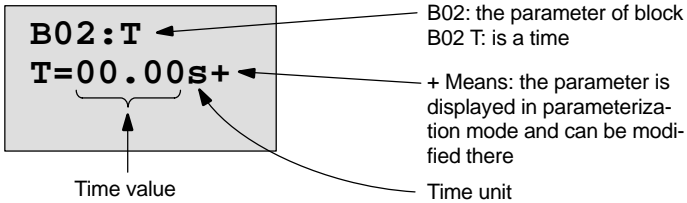
The display should now look like this:

Parameterizing a block

Now enter the time T for the off delay:

1. If the cursor is not yet under the T, move it there: keys ▲ or ▼
2. Switch to input mode: OK

LOGO! displays the parameter window for parameters:



The cursor appears on the first position of the time value.

To change the time value, proceed as follows:

- Use the keys ◀ and ▶ to move the cursor to different positions.
- Use the keys ▲ and ▼ to change the value.
- When you have entered the time value, press **OK**.

Setting the time

Set the time T = 12:00 minutes:

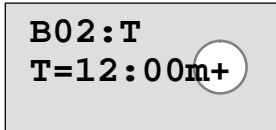
1. Move the cursor to the first position:
◀ or ▶
2. Select '1':
▲ or ▼
3. Move the cursor to the second position:
◀ or ▶
4. Select '2':
▲ or ▼
5. Move the cursor to the unit:
◀ or ▶
6. Select the unit m for minutes:
▲ or ▼

Displaying/hiding parameters – type of protection

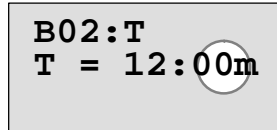
If you don't want the parameter to be displayed in parameterization mode, proceed as follows:

7. Move the cursor to the protection mode:
◀ or ▶
8. Select protection mode '–':
▲ or ▼

The following message should now appear on the display:



or



Type of protection+: Time
T can be changed in parameterization mode

Type of protection–: Time
T cannot be changed in parameterization mode

9. Conclude your input:
OK

Checking the program

This branch of the program for Q1 is now complete. LOGO! displays the Q1 output. You can have another look at the program on the display. Use the keys to move through the program. Use ◀ or ▶ to move from block to block and use ▲ and ▼ to move between the inputs on a block.

Exiting programming mode

Exit program input in the same way you did for the first program, but just remind you, here is the procedure again:

1. Return to the programming menu: **ESC**
2. Return to the main menu: **ESC**
3. Move '>' to 'Start': keys ▲ or ▼
4. Accept Start: **OK**

LOGO! is now in RUN again:

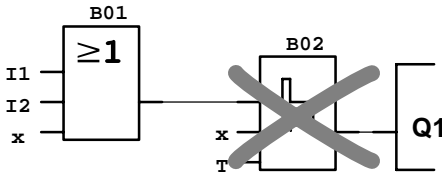
I:123456

Mo 09:00

Q:1234 RUN

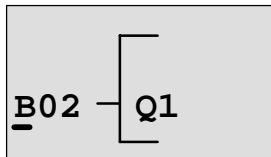
3.6.5 Deleting a Block

Let's suppose you want to delete block B02 from the following program and connect B01 directly with Q1.



To do this, proceed as follows:

1. Switch LOGO! to programming mode (3-finger grip).
2. Select 'Edit Prg' by pressing **OK**.
3. Position the cursor at the input of Q1, i.e. under B02 using the key **◀**:

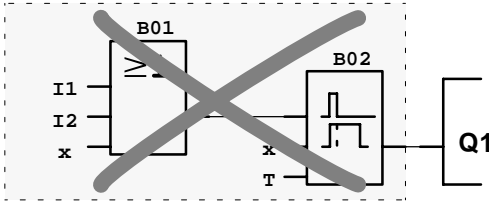


4. Press **OK**.
5. Connect block B01 instead of block B02 directly to output Q1:
 Select the BN list and press **OK**
 Select B01 and press **OK**.

Result: Block B02 is now deleted, because it is no longer used anywhere within the entire circuit. Block B01 is now connected directly to the output instead of B02.

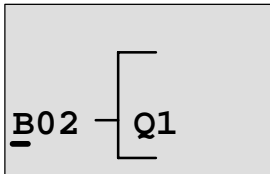
3.6.6 Deleting a Number of Interconnected Blocks

Let's suppose you want to delete blocks B01 and B02 from the following program.



To do this, proceed as follows:

1. Switch LOGO! to programming mode (3-finger grip).
2. Select 'Edit Prg' by pressing **OK**.
3. Position the cursor at the input of Q1, i.e. under B02:



4. Press **OK**.
5. Set the connector x instead of block B02 at the Q1 output:
Select the Co list and then press **OK**.
Select x and then press **OK**.

Result: Block B02 is now deleted, because it is no longer used anywhere within the entire circuit. and all the blocks that are connected to it are deleted (i.e. block B01 in the example).

3.6.7 Correcting Typing Errors

It is easy to correct typing errors in LOGO!:

- If you have not yet concluded input, you can use **ESC** to go back a step.
- If you have already concluded input, simply start again, as follows:
 1. Move the cursor to the location of the error.
 2. Switch to input mode: **OK**
 3. Enter the correct wiring for the input.

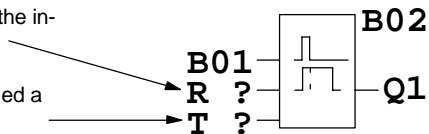
You can only replace one block with another if the new block has exactly the same number of inputs as the old one. However, you can delete the old block and insert a new one. You can insert whichever block you like.

3.6.8 "?" on the Display

If you have entered a program and want to exit "Edit Prg" with **ESC**, LOGO! checks whether you have wired all the inputs of all the blocks correctly. If you have forgotten an input or parameter, LOGO! displays the first place at which you have forgotten something and marks with a question mark all those inputs and parameters that have not been wired.

You have not yet wired the input here

You have not yet specified a value for the parameter



Wire the input and enter a value for the parameter. You can then exit "Edit Prg" by pressing **ESC**.

3.6.9 Deleting a Program

To delete a program, proceed as follows:

1. Switch LOGO! to programming mode:
◀, ▶ and **OK** at the same time

```
>Program..
  PC/Card..
  Start
```

2. Move the '>' with the keys ▲ or ▼ to 'Program..' and press **OK**

```
>Edit Prg
  Clear Prg
  Set Clock
```

LOGO! switches to the programming menu.

3. Move the '>' to "Clear Prg":
▲ or ▼
4. Accept 'Clear Prg':
OK

```
Clear Prg
>No
  Yes
```

To prevent you from inadvertently deleting the program, we have included an additional query.

If you do not want to delete the program, leave the '>' on 'No' and press **OK**.

If you are sure that you want to delete the program stored in LOGO!, proceed as follows:

5. Move the '>' to Yes:
▲ or ▼
6. Press **OK**. LOGO! deletes the program.

3.7 Storage Space and Size of a Circuit

A program (control program in LOGO!, circuit diagram) has the following limitations:

- The number of blocks connected in series (nesting depth)
- The storage space (use of memory by the blocks)

Memory area

You can only use a limited number of blocks for your program in LOGO!. In addition, some blocks require extra memory for their special functions.

The memory required for special functions is divided up into 4 memory areas.

- **Par:** The area in which LOGO! stores the desired values (e.g. the limit values of a counter).
- **RAM:** The area in which LOGO! stores the current actual values (e.g. the counter status).
- **Timer:** The area LOGO! uses for time functions such as the off delay.
- **REM:** The area in which LOGO! stores actual values that have to be retained (e.g. the count value of an operating hours counter). In blocks with selective use of the retentive feature, this memory area is only used if the retentive feature is switched on.

Resources available in LOGO!

The maximum amount of resources that can be occupied by a program in LOGO! is as follows:

Blocks	Par	RAM	Timer	REM	Markers
56	48	27	16	15	8

LOGO! monitors memory utilization, and offers in the function lists only those functions for which there is still actually enough memory space available.

Memory utilization

The table gives you an overview of the special memory requirements of the special functions:

Function block	Par	RAM	Timer	REM
Latching relay*	0	(1)	0	(1)
Current impulse relay*	0	(1)	0	(1)
Interval time-delay relay	1	1	1	0
Edge-triggered interval time-delay relay	1	1	1	0
On delay	1	1	1	0
Off delay	2	1	1	0
On/off delay	2	1	1	0
Retentive on delay	2	1	1	0
Seven-day time switch	6	2	0	0
Twelve-month time switch	2	0	0	0
Up/down counter*	2	(2)	0	(2)
Operating hours counter	2	0	0	4
Symmetrical clock pulse generator	1	1	1	0
Asynchronous pulse generator	3	1	1	0
Random generator	2	1	1	0
Frequency trigger	3	3	1	0
Analog trigger	4	2	0	0
Analog comparator	3	4	0	0
Stairwell light switch	1	1	1	0
Dual-function switch	2	1	1	0
Message texts	1	0	0	0

* Depending on the parameterization of the function with or without retentivity, each function occupies the following amount of memory:

- Retentivity switched off: RAM memory
- Retentivity switched on: REM memory

The maximum number of functions that can be used

Based on the memory requirements of the individual special functions, you can work out the maximum number of special functions you can use.

Example: The operating hours counter requires 2 memory areas for desired value storage (Par) and 4 memory areas for the actual values that have to be retained (REM). There are 15 REM memory areas and 48 Par memory areas in LOGO!.

The special function of the operating hours counter can therefore only be used a maximum of 3 times, leaving just 3 REM memory areas left. Although there are still 42 Par memory areas free, you are one REM memory area short to run an additional operating hours counter.

Calculation: Free memory areas divided by the required number of memory areas. Carry out this calculation for each memory area required (Par, RAM, timer, REM). The lowest value shows you the maximum number of functions you can use.

Nesting depth

A program path consists of a series of function blocks starting and ending with a terminal block. The number of blocks in a program path describes the nesting depth.

Inputs and levels (I, Ia, hi, lo), as well as outputs and markers (Q, Qa, M) are terminal blocks. The terminal blocks are not represented by a block symbol in LOGO!.

The maximum number of function blocks you can use in LOGO! is 56, so the maximum nesting depth is:

56 function blocks + 2 terminal blocks = 58.

4 LOGO! Functions

Element lists

LOGO! offers you a number of elements in programming mode. So that you don't lose track of things, we have divided these elements into lists. These lists are:

- ↓**Co**: List of connectors (**C**onnectors)
(see Section 4.1)
- ↓**BF**: List of the basic functions AND, OR, ...
(see Section 4.2)
- ↓**SF**: List of special functions
(see Section 4.4)
- ↓**BN**: List of the completed and reusable blocks in the circuit

Contents of the lists

All the lists display elements available in LOGO!. Normally, these are all the connectors, all the basic functions and all the special functions that the respective LOGO! variant knows. These elements also include all the blocks you have created in LOGO! before you call up the ↓**BN** list.

When LOGO! no longer displays everything

LOGO! no longer displays all elements if:

- No further block must be inserted.
In this case, there is either no more memory available or the maximum number of possible blocks has been reached (56).
- A special block would use more memory than is still available in LOGO!.
- The resulting number of function blocks connected in series would exceed 7 (see Section 3.7).

4.1 Constants and Connectors – Co

Constants and connectors (connectors = Co) are inputs, outputs, memory markers and fixed voltage levels (constants).

Inputs

Inputs are identified by the letter **I**. The input numbers (I1, I2, ...) correspond to the numbers of the input connectors on LOGO!.

Analog inputs

The LOGO! models LOGO! 24, LOGO! 12/24RC and LOGO! 12/24RCo include the inputs I7 and I8, which can also be used as AI1 and AI2, depending on how they are programmed. If the inputs are used as I7 and I8, the signal applied is interpreted as a digital value. If they are used as AI1 and AI2, the signals are interpreted as analog values. In the case of special functions, which can only be effectively connected with analog inputs on the input side, only the analog inputs AI1 and AI2 are offered for selection in programming mode when the input signal is selected.

ASi inputs

Inputs Ia1 to Ia4 are also available for communication via the ASi bus in LOGO! variants with an AS interface connection (LOGO!...B11).

Outputs

Outputs are identified by the letter **Q**. The output numbers (Q1, Q2, ...) correspond to the numbers of the output connectors on LOGO!.

Outputs Qa1 to Qa4 are also available for communication via the ASi bus with LOGO! variants with an AS interface connection (LOGO!...B11).

Markers

Markers are identified by the letter **M**. Markers are virtual outputs that have the same value at their output as they have at their input. There are 8 memory markers (M1 ... M8) available in LOGO!.

By using memory markers you can exceed the maximum number of consecutive blocks.

Startup flags

Memory marker M8 is set in the first cycle of the user program and can be used subsequently in your program as a startup flag. It is automatically reset after the first cycle of program processing.

As regards setting, deletion and evaluation, memory marker M8 can be used in the same way as memory markers M1 to M7 in all subsequent cycles.

Note

The signal applied at the marker's output is always that of the last program cycle. The signal is not changed within a program cycle.

Levels

Voltage levels are identified by **hi** and **lo**. If a block is supposed to have the state "1" = hi or "0" = continuously, the input is wired with the fixed level or the constant hi or lo value.


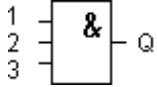
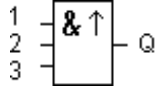
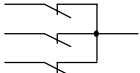
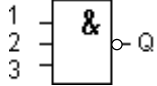
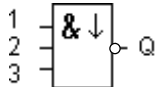
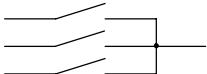
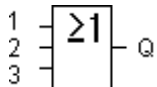
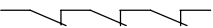
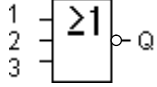
Open connectors

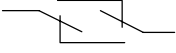
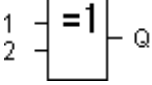
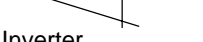
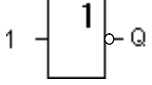
If a connector pin of a block is not to be wired, this is indicated with an **x**.

4.2 List of Basic Functions – BF

Basic functions are simple basic operation links in Boolean algebra.

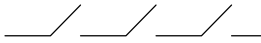
When you enter a circuit, you will find the blocks for basic functions in the BF list. The following basic functions exist:

Circuit diagram representation	Representation in LOGO!	Designation of the basic function
 Series connection of normally open contacts		AND (see page 67)
		AND with RLO edge detection (see page 67)
 Parallel connection of normally closed contacts		NAND (AND not) (see page 68)
		NAND with RLO edge detection (see page 69)
 Parallel connection of normally open contacts		OR (see page 67)
 Series connection of normally closed contacts		NOR (OR not) (see page 70)

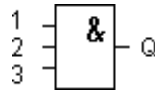
Circuit diagram representation	Representation in LOGO!	Designation of the basic function
 <p>Double change-over</p>		<p>XOR (exclusive OR)</p> <p>(see page 71)</p>
 <p>Inverter</p>		<p>NOT (negation, inverter)</p> <p>(see page 71)</p>

4.2.1 AND

The series connection of a number of normally open contacts is represented in a circuit diagram as follows:



Symbol in LOGO!:



The output of the AND only adopts the state 1 if **all** the inputs have the state 1 (i.e. they are closed).

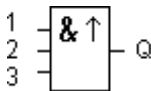
If an input pin of this block is not wired (x), then the following applies to the input: $x = 1$.

Logic table for AND

1	2	3	Q
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	1

4.2.2 AND with RLO Edge Detection

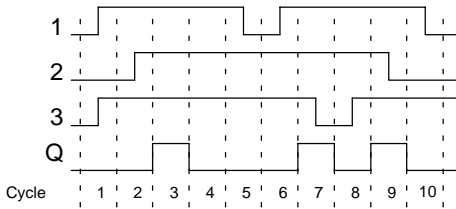
Symbol in LOGO!:



The output of AND with RLO edge detection only adopts the state 1 when **all** inputs have the state 1 and **at least one** input had the state 0 in the previous cycle.

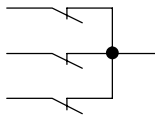
If an input pin of this block is not wired (x), then the following applies to the input: $x = 1$.

Timing diagram for AND with RLO edge detection

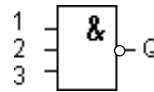


4.2.3 NAND (AND Not)

The parallel connection of a number of normally closed contacts is represented in a circuit diagram as follows:



Symbol in LOGO!:



The output of NAND only adopts the state 0 if **all** the inputs have the state 1 (i.e. they are closed).

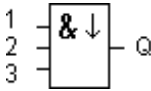
If an input pin of this block is not wired (x), then the following applies to the input: $x = 1$.

Logic table for NAND

1	2	3	Q
0	0	0	1
0	0	1	1
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	0

4.2.4 NAND with RLO Edge Detection

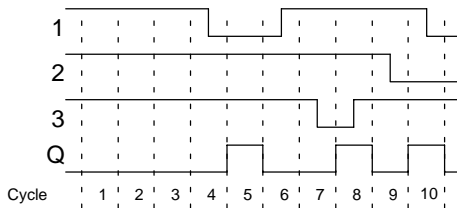
Symbol in LOGO!:



The output of NAND with RLO edge detection only adopts the state 1 when **at least one** input has the state 0 and **all** inputs had the state 1 in the previous cycle.

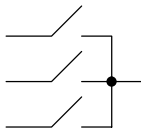
If an input pin of this block is not wired (x), then the following applies to the input: $x = 1$.

Timing diagram for NAND with RLO edge detection

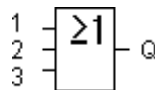


4.2.5 OR

The parallel connection of a number of normally open contacts is represented in a circuit diagram as follows:



Symbol in LOGO!:



The output of the OR adopts the state 1 if **at least one** input has the state 1 (i.e. it is closed).

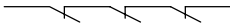
If an input pin of this block is not wired (x), then the following applies to the input: $x = 0$.

Logic table for OR:

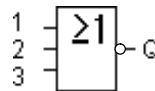
1	2	3	Q
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	1

4.2.6 NOR (OR Not)

The series connection of a number of normally closed contacts is represented in a circuit diagram as follows:



Symbol in LOGO!:



The output of NOR only adopts the state 1 if **all** the inputs have the state 0 (i.e. they are switched off). As soon as any of the inputs is switched on (state 1), the output of NOR is set to 0.

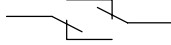
If an input pin of this block is not wired (x), then the following applies to the input: $x = 0$.

Logic table for NOR

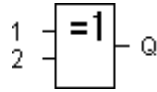
1	2	3	Q
0	0	0	1
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	0

4.2.7 XOR (Exclusive OR)

An XOR in a circuit diagram is a series connection of two change-over contacts:



Symbol in LOGO!:



The output of XOR adopts the state 1 if the inputs have **different** states.

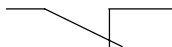
If an input pin of this block is not wired (x), then the following applies to the input: $x = 0$.

Logic table for XOR

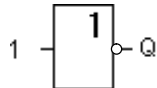
1	2	Q
0	0	0
0	1	1
1	0	1
1	1	0

4.2.8 NOT (Negation, Inverter)

A normally closed contact is represented in a circuit diagram as follows:



Symbol in LOGO!:



The output adopts the state 1 if the input has the state 0. In other words, NOT inverts the state at the input.

The advantage of the NOT function can be illustrated by the following example: you no longer require normally closed contacts for LOGO!. You use a normally open contact and convert it into a normally closed contact by using NOT.

Logic table for NOT

1	Q
0	1
1	0

4.3 Fundamentals of Special Functions

You will notice that special functions differ from basic functions on first glance because of the differences in the descriptions of their inputs are named. Special functions include time functions, retentivity and various parameterization options to adapt the program to your individual requirements.

In this section we would like to give you a brief overview of the input descriptions and provide you with some important background information about special functions. The individual special functions are described in Section 4.4.

4.3.1 Description of the Inputs

Connection inputs

The connections that can be made to other blocks or to the inputs of the LOGO! device are described here.

- **S (set):**
The input S allows you to set the output to “1”.
- **R (reset):**
The reset input R takes priority over all other inputs and switches outputs to “0”.
- **Trg (trigger):**
You use this input to start the execution of a function.
- **Cnt (count):**
This input records count pulses.
- **Fre (frequency):**
Frequency signals to be evaluated are applied at the input with this description.
- **Dir (direction):**
You use this input to set the direction in which a counter should count, for example.
- **En (enable):**
This input enables the function of the block. If the input is at “0”, other signals are ignored by the block.
- **Inv (invert):**
The output signal of the block is inverted when this input is activated.
- **Ral (reset all):**
All internal values are reset.

Connector X at the inputs of the special functions

If you wire inputs of special functions to the x connector, these inputs will be assigned the value 0 i.e. a low signal is applied to the inputs.

Parameter inputs

There some inputs at which you do not apply signals. Instead, you parameterize the function block with certain values.

- **Par (parameter):**
This input is not wired. Here you set parameters for the block.
- **T (time):**
This input is not wired. Here you set times for a block.
- **No (number):**
This input is not wired. Here you set time bases.
- **P (priority):**
This input is not wired. Here you set priorities.

4.3.2 Time Response

Parameter T

With some of the special functions it is possible to parameterize a time value T. When specifying the time, note that the values to be entered depend on the time base set:

Time Base	__ : __
s (seconds)	Seconds : $\frac{1}{100}$ seconds
m (minutes)	Minutes : Seconds
h (hours)	Hours : Minutes

B01:T
T=04.10h+

Setting the time T for 250 minutes:

Unit hours (h):
 04.00 hours 240 minutes
 00.10 hours +10 minutes
 = 250 minutes

Note

Always specify a time $T \geq 0.10$ s. For $T = 0.05$ s and $T = 0.00$ s the time T is not defined.

Accuracy of T

All electronic components have minute differences. This can result in deviations in the set time (T). In LOGO! the maximum deviation is 1 %.

Example:

In 1 hour (3600 seconds) the deviation is 1 % (i.e. 36 seconds).

In 1 minute the deviation is therefore only 0.6 seconds.

Accuracy of the time switch

To make sure that this deviation doesn't result in the clock in C variants running inaccurately, the time switch is regularly compared with a high-precision time base and adjusted accordingly.

This results in a maximum time error of ± 5 s a day.

4.3.3 Clock Buffering

The internal clock of a LOGO! module continues to run if there is a power failure, i.e. it has a power buffer. The duration of the reserve power is affected by the ambient temperature. At an ambient temperature of 25°C the typical power buffer is 80 hours.

4.3.4 Retentivity

The switching states and counter values can be kept retentively in the special functions. To do this, retentivity must be switched on for the relevant function.

4.3.5 Degree of Protection

The parameter protection setting allows you to specify whether the parameters can be displayed and altered in parameter assignment mode on the LOGO! module. There are two possible settings:

+: The parameter settings are also displayed in parameter assignment mode and can be changed.
-: The parameter settings are not displayed in parameter assignment mode and can only be changed in programming mode.

4.3.6 Gain and Offset Calculation for Analog Values

The Gain and Offset parameters allow the internal representation of an analog value to be aligned with the actual measured value.

Parameter	Minimum	Maximum
Connector voltage (in V)	0	≥ 10
Internal process image	0	1000
Gain (in %)	0	1000
Offset	-999	+999

A connector voltage of 0 to 10 V is mapped internally to values of 0 to 1000. A connector voltage greater than 10 V is also represented as 1000 in the internal process image.

You can use the Gain parameter to set a gain of 1000 % (a factor of 10), for example.

You can use the Offset parameter to move the zero point of the measured values.

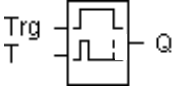
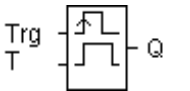

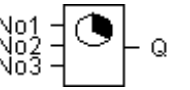
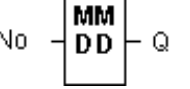
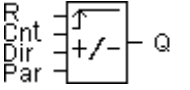
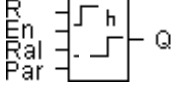

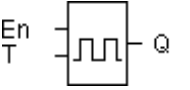

You will find a sample application in the description of the “analog comparator” special function on page 118.

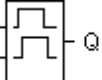

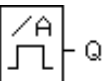

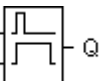
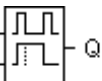

For information on the analog inputs, see also Section 4.1.

4.4 List of Special Functions – SF

When you enter a program in LOGO!, you will find the blocks for the special functions in the SF list. In the following table you will also find comparable representations from circuit diagrams as well as an indication as to whether the function in question has parameterizable retentivity.

Circuit diagram representation	Representation in LOGO!	Description of the special function	Re
	Trg T	On delay (see page 80)	
	Trg R T	Off delay (see page 82)	
	Trg Par	On/off delay (see page 84)	
	Trg R T	Retentive on delay (see page 86)	
	S R Par	Latching relay (see page 88)	Re
	Trg R Par	Current impulse relay (see page 90)	Re

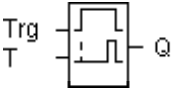
Circuit diagram representation	Representation in LOGO!	Description of the special function	Re
		Interval time–delay relay (see page 92)	
		Edge-triggered interval time–delay relay (see page 94)	
		Seven-day time switch (see page 95)	
		Twelve-month time switch (see page 100)	
		Up and down counter (see page 102)	Re
		Operating hours counter (see page 105)	
		Symmetrical clock pulse generator (see page 108)	
		Asynchronous pulse generator (see page 110)	

Circuit diagram representation	Representation in LOGO!	Description of the special function	Re
		Random generator (see page 111)	
		Frequency trigger (see page 113)	
		Analog trigger (see page 115)	
		Analog comparator (see page 118)	
		Stairwell light switch (see page 122)	
		Dual-function switch (see page 124)	
		Message texts (see page 126)	

4.4.1 On Delay

Brief description

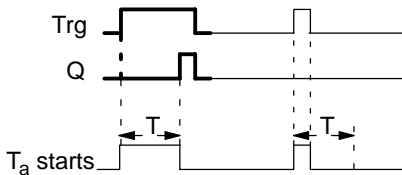
In the case of the on delay, the output is not switched over until a definable time period has elapsed.

Symbol in LOGO!:	Connection	Description
	Input Trg	Use Trg (trigger) input to start the time for the on delay.
	Parameter T	T is the time after which the output is switched on (output signal is switched from 0 to 1).
	Output Q	Q switches on after expiration of the defined time T if Trg is still set.

Parameter T

Please note the parameter values for the T parameter in Section 4.3.2.

Timing diagram



The bold part of the timing diagram appears in the on-delay symbol.

Description of function

When the state at the Trg input changes from 0 to 1, the time T_a begins to elapse (T_a is the current time in LOGO!).

If the state at the Trg input remains 1 at least for the duration of the parameterized time T, the output is set to 1 after the time T has elapsed (there is a delay between the input being switched on and the output coming on).

If the state at the Trg input switches back to 0 before the time T has elapsed, the time is reset.

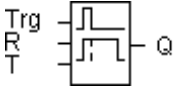
The output is reset to 0 if the state at the Trg input is 0.

In the event of a power failure, the elapsed time is reset.

4.4.2 Off Delay

Brief description

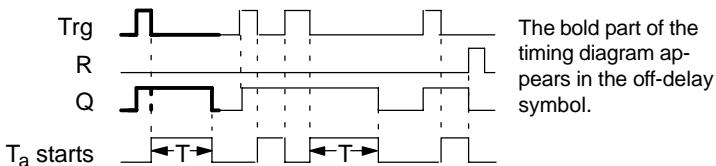
In the case of the off delay, the output is not reset until a definable time period has elapsed.

Symbol in LOGO!	Connection	Description
	Input Trg	A negative signal edge (change from 1 to 0) at the input Trg (trigger) starts the off-delay timer
	Input R	The input R resets the elapsed time for the off delay and sets the output to 0.
	Parameter T	T is the period after which the output is switched off (output signal is switched from 1 to 0).
	Output Q	Q switches on when Trg does but when Trg switches off remains on until the delay period T has elapsed.

Parameter T

Please note the parameter values for the T parameter in Section 4.3.2.

Timing diagram



Description of function

When the state at the input Trg changes to 1, the output Q switches to 1 immediately.

If the state at the input Trg changes from 1 to 0, the current time T_a starts in LOGO!, and the output remains set. If T_a reaches the values specified via T ($T_a=T$), the output Q is reset to 0 (off delay).

If the Trg input switches on and off again, the time T_a starts again.

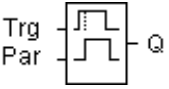
The input R (Reset) resets the elapsed time T_a and the output before the set time delay T_a has elapsed.

In the event of a power failure, the elapsed time is reset.

4.4.3 On/Off Delay

Brief description

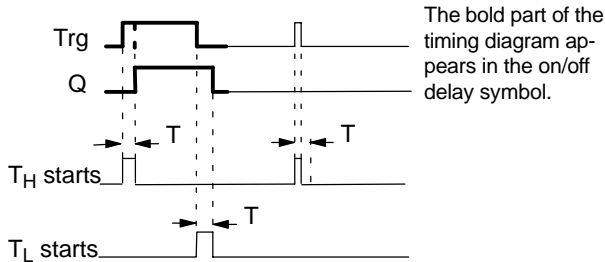
In the case of the on/off delay, the output is switched through after a programmable time and reset after a parameterizable time period has elapsed.

Symbol in LOGO!	Connection	Description
	Input Trg	<p>A rising edge (change from 0 to 1) at the input Trg (Trigger) starts the time T_H for the on delay.</p> <p>A falling edge (change from 1 to 0) starts the time T_L for the off delay.</p>
	Parameter Par	<p>T_H is the time after which the output is switched on (output signal is switched from 0 to 1).</p> <p>T_L is the time after which the output is switched off (output signal is switched from 1 to 0).</p>
	Output Q	<p>Q switches on after the parameterized time T_H has elapsed if Trg is still set, and switches off after the time T_L has elapsed if Trg has not been set again in the interim.</p>

Parameters T_H and T_L

Note the default values for the parameters T_H and T_L in Section 4.3.2.

Timing diagram



Description of function

When the state at the input Trg changes from 0 to 1, the timed period T_H elapses.

If the state at the input Trg remains 1 at least for the duration of the parameterized time T_H , the output is set to 1 after the time T_H has elapsed (there is a delay between the input being switched on and the output coming on).

If the state at the input Trg switches back to 0 before the time T_H has elapsed, the time is reset.

When the state at the input changes to 0 again, the timed period T_L elapses.

If the state at the input Trg remains at 0 at least for the duration of the parameterized time T_L , the output is set to 0 after the time T_L has elapsed (there is a delay between the input being switched off and the output going off).

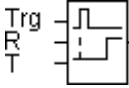
If the state at the input Trg switches back to 1 before the time T_L has elapsed, the time is reset.

In the event of a power failure, the elapsed time is reset.

4.4.4 Retentive On Delay

Brief description

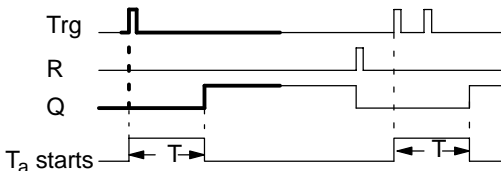
Following an input pulse, a definable timed period starts on expiration of which the output is set.

Symbol in LOGO!	Connection	Description
	Input Trg	Use the Trg (trigger) input to start the time for the on delay.
	Input R	Input R resets the time for the on delay and sets the output to 0.
	Parameter T	T is the time after which the output is switched on (output state is switched from 0 to 1).
	Output Q	Q is switched on when the delay period T has elapsed.

Parameter T

Please refer to the note in Section 4.3.2 when specifying the values.

Timing diagram



The bold part of the timing diagram appears in the retentive on-delay symbol.

Description of function

When the state at the Trg input changes from 0 to 1, the current time T_a starts. When T_a reaches the time T, output Q is set to 1. Another switching operation at the Trg input has no effect on T_a .

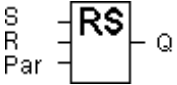
The output and the time T_a are not reset to 0, until the state of the R input changes to 1 again.

In the event of a power failure, the elapsed time is reset.

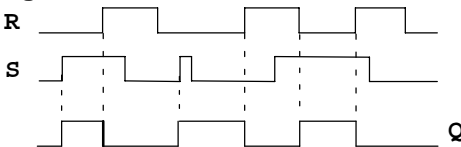
4.4.5 Latching Relay

Brief description

The output Q is set via the input S. The output is reset via the input R.

Symbol in LOGO!	Connection	Description
	Input S	Input S sets the output Q to 1.
	Input R	The input R resets the output Q to 0. If S and R are both 1 at the same time, then the output is reset
	Parameter Par	This parameter is used to switch retentivity on or off. Rem: off = no retentive feature on = the state can be stored retentively
	Output Q	Q switches on when S does and remains on until the input R is set.

Timing diagram



Switching behavior

A latching relay is a simple binary memory cell. The signal at the output depends on the states of the inputs and the previous state at the output. The following table illustrates the logic once more:

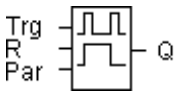
S_n	R_n	Q	Remarks
0	0	x	State remains the same
0	1	0	Reset
1	0	1	Set
1	1	0	Reset (resetting has priority over setting)

After power failure the signal that was valid before the power failure is set at the output if the retentive feature was switched on.

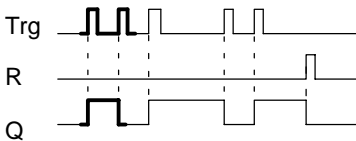
4.4.6 Current Impulse Relay

Brief description

The output is set and reset by a short pulse at the input.

Symbol in LOGO!	Connection	Description
	Input Trg	Use the Trg input (trigger) to switch the output Q on and off.
	Input R	The input R resets the current impulse relay and sets the output to 0.
	Parameter Par	This parameter is used to switch retentivity on or off. Rem: off = no retentive feature on = the state can be stored retentively
	Output Q	Q switches on when Trg is sent and remains switched on until T expires.

Timing diagram



The bold part of the timing diagram appears in the current impulse relay symbol.

Description of function

Every time the state at the input Trg changes from 0 to 1, the output Q changes its state, i.e. the output is switched on or off.

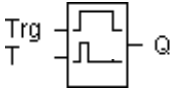
Use the R input to reset the current impulse relay to its initial state (i.e. the output is set to 0).

After power failure the current impulse relay is reset and the Q output changes to 0 if you haven't switched on the retentive feature.

4.4.7 Interval Time-Delay Relay – Pulse Output

Brief description

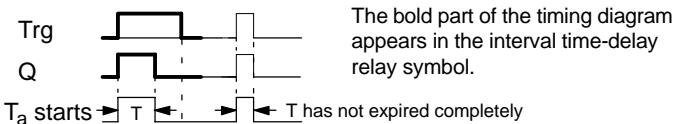
An input signal produces a signal of definable duration at the output.

Symbol in LOGO!	Connection	Description
	Input Trg	The input Trg (trigger) starts the time for the interval time-delay relay.
	Parameter T	T is the period after which the output is switched off (output signal is switched from 1 to 0).
	Output Q	Q comes on with Trg and remains on during the time T_a and while the input is set to 1.

Parameter T

Please refer to the note on the T parameter in Section 4.3.2.

Timing diagram



Description of function

When the input Trg switches to the state 1, the output Q immediately switches to the state 1. At the same time, the elapsed time T_a starts running; the output remains set.

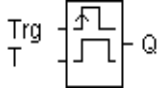
If T_a reaches the value specified by means of T ($T_a=T$), the output Q is reset to 0 (pulse output).

If the state at the input Trg switches back from 1 to 0 before the specified time has elapsed, the output also immediately switches back from 1 to 0.

4.4.8 Edge-Triggered Interval Time-Delay Relay

Brief description

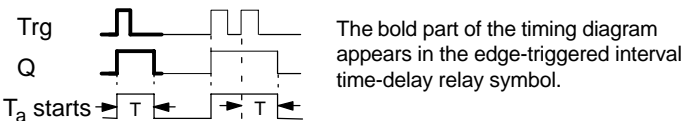
An input signal produces a signal of a parameterizable duration at the output (retriggerable).

Symbol in LOGO!	Connection	Description
	Input Trg	The input Trg (Trg stands for trigger) starts the time for the edge-triggered interval time-delay relay
	Parameter T	T is the period after which the output is switched off (output signal is switched from 1 to 0).
	Output Q	Q switches on when Trg does but when Trg switches off remains on until the delay period T has elapsed.

Parameter T

Please refer to the note on the T parameter in Section 4.3.2.

Timing diagram



Description of function

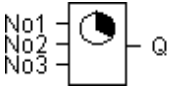
When the input Trg switches to the state 1, the output Q immediately switches to the state 1. At the same time, the time T_a starts running. If T_a reaches the time specified for T ($T_a=T$), the output Q is reset to 0 (pulse output).

If the input Trg changes again from 0 to 1 before the set time has elapsed (retriggering), the time T_a is reset and the output remains on.

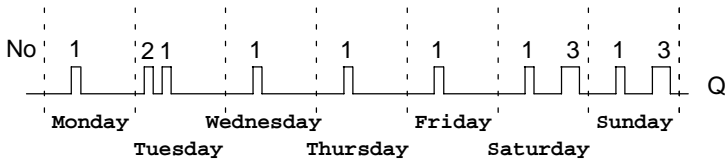
4.4.9 Seven-Day Time Switch

Brief description

The output is controlled by a definable on/off date. Every possible combination of weekdays is supported. Select the active weekdays by hiding the inactive weekdays.

Symbol in LOGO!	Connection	Description
	Parameters No 1, No 2 No 3	The No (cam) parameter is used to set the on and off times for each of the cams of the seven-day time switch. You specify the times in terms of day and time.
	Output Q	Q switches on when the parameterizable cam is switched on.

Timing diagram (3 examples)



No1:	Daily:	06:30 hours to 08:00 hours
No2:	Tuesday	03:10 hours to 04:15 hours
No3:	Saturday and Sunday	16:30 hours to 23:10 hours

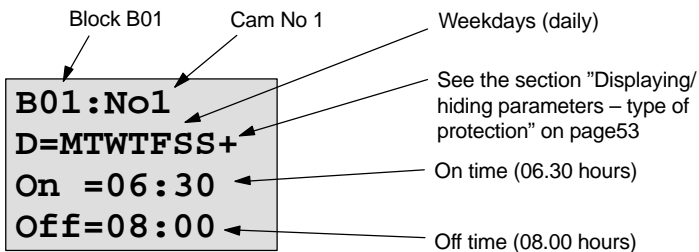
Description of function

Each seven-day time switch has three setting cams, each of which can be used to configure a time window. You use the cams to set the on and off times for the time windows. At the on times, the seven-day time switch activates the output if it is not already on.

At the off times, the seven-day time switch deactivates the output if it is not already off. If you set an on time on one cam that is the same as the off time on another cam on the seven-day time switch, then the on and off times conflict. In such cases, cam 3 has priority over cam 2 and cam 2 has priority over cam 1.

Parameter assignment window

The parameter assignment window for cam no. 1, for example, is as follows:



Day of the week

The letters after "D=" have the following meanings:

- M : Monday (Monday)
- T : Tuesday (Tuesday)
- W : Wednesday (Wednesday)
- T : Thursday (Thursday)
- F : Friday (Friday)
- S : Saturday (Saturday)
- S : Sunday (Sunday)

An uppercase letter means the weekday has been selected. A "—" means the weekday has not been selected.

Switching times

You can set any time between 00:00 and 23:59.

—:— means no switching on or off.

Setting the seven-day time switch

To enter the switching times, proceed as follows:

1. Position the cursor on one of the time switch's cam (No) parameters (e.g. No1).
2. Press **OK**. LOGO! opens the parameter assignment window for the cam. The cursor is positioned on the day of the week.
3. Use the ▲ and ▼ keys to select one or more days of the week.
4. Use the ► key to move the cursor to the first position for the on time.
5. Set the on time.
Use the ▲ and ▼ keys to change the value. To move the cursor from one position to another, use the ◀ and ▶ keys. You can only select the value —:— at the first digit (—:— means no switching operation).
6. Use the ► key to move the cursor to the first position for the off time.
7. Set the off time (same procedure as for step 5).
8. Conclude your input by pressing **OK**.
The cursor is positioned at parameter No 2 (cam 2).
You can now parameterize another cam.

Note

Please refer to the technical specifications in Section 4.3.2 for information regarding the accuracy of the time switch.

Seven-day time switch: example

The output of the seven-day time switch is to be switched on every day from 05:30 to 07:40. In addition, the output is also to be switched on from 03:10 to 04:15 on Tuesday and from 16:30 to 23:10 at the weekend.

Three cams are required for this.

Here is the parameter assignment window for cams 2 and 3 from the above timing diagram.

Cam 1

Cam 1 is to switch on the output of the seven-day time switch every day from 05:30 to 07:40.

```
B01:No1
D=MTWTFSS+
On =05:30
Off=07:40
```

Cam 2

Cam 2 is to switch on the output of the seven-day time switch every Tuesday from 03:10 to 04:15.

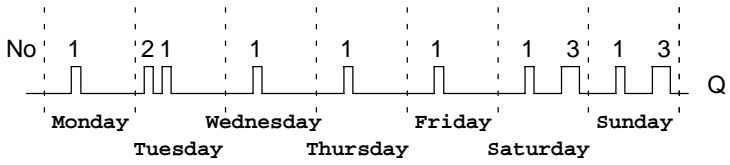
```
B01:No2
D=-T-----+
On =03:10
Off=04:15
```

Cam 3

Cam 3 is to switch on the output of the seven-day time switch every Saturday and Sunday from 16:30 to 23:10.

```
B01:No3
D=-----SS+
On =16:30
Off=23:10
```


Result



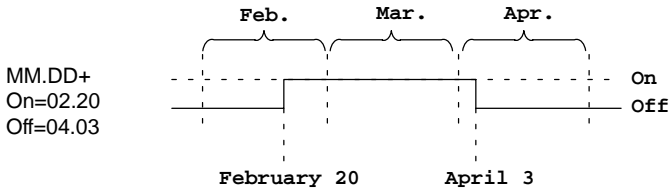
4.4.10 Twelve-Month Time Switch

Brief description

The output is controlled by a definable on/off date.

Symbol in LOGO!	Connection	Description
No  Q	Input No	Use the No parameter to set the on and off times for the cam of the twelve-month time switch.
	Output Q	Q switches on when the parameterizable cam is switched on.

Timing diagram

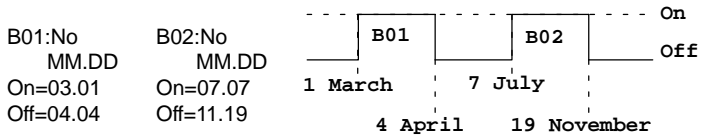


Description of function

At the on time, the twelve-month time switch switches the output on and at the off time, it switches the output off. The off date indicates the date on which the output is reset to 0. The first value indicates the month, the second value indicates the day.

Parameterization example

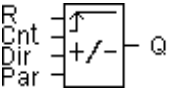
The output of a LOGO! has to be switched on every year on March 1 and switched off on April 4, switched on again on July 7 and switched off on November 19. For this you require 2 twelve-month time switches each of which is configured for one of the on periods. The outputs are then linked by an OR block.



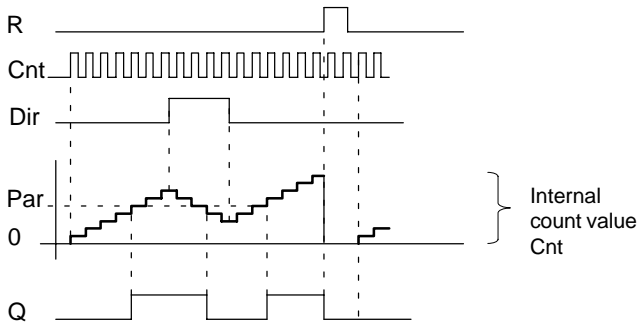
4.4.11 Up/Down Counter

Brief description

On receipt of an input pulse, an internal counter starts counting either up or down, depending on the parameterization. When the definable count value is reached, the output is set. The direction of the count is set by a separate input.

Symbol in LOGO!	Connection	Description
	Input R	The R input can be used to reset the internal count value and the output to zero.
	Input Cnt	The counter counts the changes from state 0 to state 1 at the Cnt input. Changes from state 1 to state 0 are not counted. Maximum count frequency at the input connectors: 5 Hz
	Input Dir	The Dir input allows you to specify the counting direction as follows: Dir = 0: count up Dir = 1: count down
	Parameter Par	Lim is the count threshold value; when the internal counter reaches that value, the output is set. Rem activates retentivity
	Output Q	Q switches on when the count value is reached.

Timing diagram



Description of function

At each positive signal edge at the input, Cnt either increases the internal counter value by one (Dir = 0) or decreases it by one (Dir = 1).

If the internal counter value is greater than or equal to the value specified for Par, the output Q is set to 1.

The Reset input R can be used to reset the internal counter value and the output to '000000'. As long as R=1, the output remains set to 0 and the pulses at the input Cnt are not counted.

Par parameter setting

B03:Par
Lim=
000100+
Rem=off

- Count value
- See the section "Displaying/hiding parameters – type of protection" on page53
- Retentivity

If the internal counter value is greater than or equal to Par, output Q is set. The counter remains the same in the case of under or overflow.

Lim can be anything between 0 and 999999.

Rem: This parameter switches the retentive feature of the internal Cnt counter on an off.

off = No retentive feature

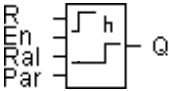
on = The Cnt counter can be stored retentively

If the retentive feature is switched on, when a power failure occurs the counter status remains the same and this value is used once power is restored.

4.4.12 Operating Hours Counter

Brief description

When the input is set, a definable timed period starts running. The output is set when the defined period has elapsed.

Symbol in LOGO!	Connection	Description
	Input R	<p>R = 0:Hours can be counted if Ral is not 1</p> <p>Ral = 1:The counter is stopped</p> <p>The input R resets the output. The remaining period of the service interval MN is set to MN = MI. The previously elapsed time remains stored.</p>
	Input En	<p>En is the monitoring input. LOGO! measures the length of time in which this input is set.</p>
	Input Ral	<p>Ral = 0: Hours can be counted if R is not 1</p> <p>Ral = 1:The counter is stopped</p> <p>The input Ral (Reset all) resets the counter and the output, i.e.</p> <ul style="list-style-type: none"> • Output Q = 0, • Recorded operating time OT = 0 • Remaining period of service interval MN = MI.

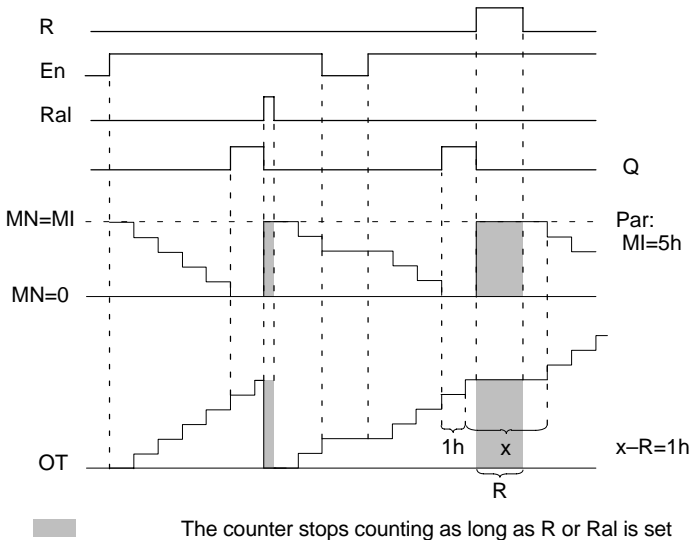
Symbol in LOGO!	Connection	Description
	Parameter Par: MI	MI: specified service interval in hours. MI can be any number of hours in the range 0 to 9999.
	Output Q	If the remaining time MN = 0 (see timing diagram), the output is set.

MI = parameterized count value

MN= remaining time

OT= total time elapsed since the last 1 signal at the Ral input

Timing diagram



MI = Defined time period

MN = Remaining period

OT = Total elapsed time since last 1 signal at input Ral

Description of function

The operating hours counter monitors the input En. As long as the signal 1 is present at that input, LOGO! monitors the elapsed time and the remaining period MN. LOGO! displays those times in parameterization mode. When the remaining period MN reaches 0, the output Q is set to 1.

The reset input R resets the output Q and the timer for the remaining period to the specified period MI. The internal counter OT continues to run.

The Ral reset input resets the output Q and the counter for the remaining time to the specified value MI. The internal counter OT is reset to 0.

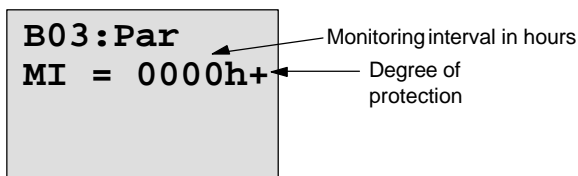
You can look at the current values for MN and OT during program execution in parameterization mode.

Limit value for OT

When you reset the hours counter with the signal R, the accumulated time remains stored in OT. The maximum limit for the counter OT is 99999 hours.

If the hours counter reaches that figure, no more hours are recorded.

Par parameter setting

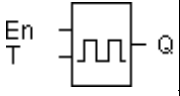


MI is the parameterizable time interval. It can be anything between 0 and 9999.

4.4.13 Symmetrical Clock Pulse Generator

Brief description

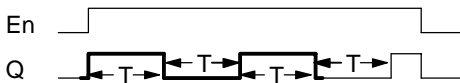
A clock pulse with a definable period length is output at the output.

Symbol in LOGO!	Connection	Description
	Input En	The En input switches the clock pulse generator on and off.
	Parameter T	T is the time for which the output is switched on or off.
	Output Q	Q switches on and off cyclically in time with the pulse period T.

Parameter T

Please refer to the note in Section 4.3.2 when specifying the values.

Timing diagram



The bold part of the timing diagram appears in the symmetrical clock pulse generator symbol.

Description of function

The parameter T specifies the length of the on and off periods. Use the En (enable) input to switch the clock pulse generator on. The pulse generator sets the output to 1 for the time T, then to 0 for the time T and so on until the En input is a 0.

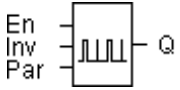
Note on the relay outputs:

Relay outputs that switch under load get worn a little with each switching operation. To find out how many switching operations a LOGO! output can execute, refer to the Chapter entitled Technical Specifications (see Chapter A).

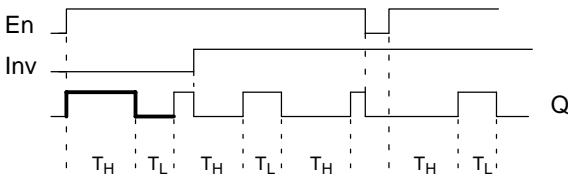
4.4.14 Asynchronous Pulse Generator

Brief description

The pulse form of the output can be modified by means of the definable pulse duration/interpulse period ratio.

Symbol in LOGO!	Connection	Description
	Input En	The En input switches the asynchronous pulse generator on and off.
	INV input	The input INV is used to invert the output signal of the asynchronous clock pulse generator when active.
	Parameter Par	You can set the pulse duration T_H and the interpulse period T_L .
	Output Q	Q switches on and off cyclically with the times T_H and T_L .

Timing diagram



Description of function

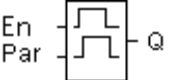
You can set the pulse duration and interpulse period using the parameters T_H (Time High) and T_L (Time Low). Both parameters have the same time base; they cannot be set individually to different bases.

The INV input allows the output to be inverted. The input INV only negates the output if the block is activated by EN.

4.4.15 Random Generator

Brief description

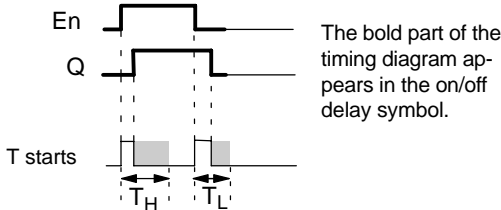
In the case of the random generator, the output is switched on and off again within a parameterizable time period.

Symbol in LOGO!	Connection	Description
 <p>The symbol shows a rectangular box with two input lines on the left labeled 'En' and 'Par', and one output line on the right labeled 'Q'. Inside the box, there is a square wave signal.</p>	Input En	<p>A rising edge (change from 0 to 1) at the En (enable) input starts the on delay time of the random generator.</p> <p>A falling edge (change from 1 to 0) starts the off delay time of the random generator.</p>
	Parameter Par	<p>The on delay time is set randomly between 0 s and T_H.</p> <p>The off delay time is set randomly between 0 s and T_L.</p> <p>T_L must have the same time base as T_H.</p>
	Output Q	<p>Q switches on after the on delay time has elapsed, if Trg is still set, and switches off after the off delay time has elapsed if Trg has not been set again in the interim.</p>

Parameters T_H and T_L

Note the default values for the parameters T_H and T_L in Section 4.3.2.

Timing diagram



Description of function

If the state at the input En changes from 0 to 1, a random time (on delay time) between 0 s and T_H is defined and started. If the state at the input En remains at 1 at least for the duration of the on delay time, the output is set to 1 after the on delay time has elapsed.

If the state at the input En switches back to 0 before the on delay time has elapsed, the timer is reset.

If the state at the input En changes again to 0, a random time (off delay time) between 0 s and T_L is defined and started.

If the state at the input En remains at 0 at least for the duration of the off delay time, the output is set to 0 after the off delay time has elapsed.

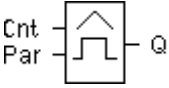
If the state at the input En switches back to 1 before the off delay time has elapsed, the timer is reset.

In the event of a power failure, the elapsed time is reset.

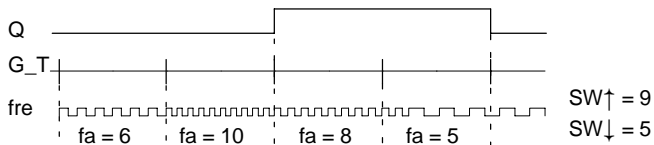
4.4.16 Frequency Trigger

Brief description

The output is switched on or off depending on whether the frequency at the input is between two definable limits.

Symbol in LOGO!	Connection	Description
	Input Cnt	<p>At the Cnt input you apply the input that supplies the pulses to be counted.</p> <p>Use</p> <ul style="list-style-type: none"> Inputs I5/I6 or I11/I12 (LOGO!...L) for rapid counts (not LOGO!230..., 24RC, 24RCo): max. 1 kHz. Any other input or circuit component for lower frequencies.
	Parameter Par: SW \uparrow , SW \downarrow G_T	<p>SW\uparrow: on threshold SW\downarrow: off threshold G_T: time period over which the signal pulses applied are counted.</p>
	Output Q	Q switches on or off depending on SW \uparrow and SW \downarrow .

Timing diagram

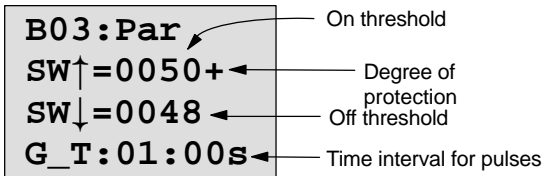


Description of function

The trigger measures the signals at the Cnt input. The pulses received are recorded over a parameterizable period G_T . If the frequency of the pulses received in the period G_T is **greater** than the on and the off thresholds, the output Q switches on.

Q switches off again if the measured pulse frequency **reaches or falls below the off threshold**.

Par parameter setting



$SW\uparrow$ is the on threshold. It can be any frequency in the range 0000 to 9999.

$SW\downarrow$ is the off threshold. It can be any frequency in the range 0000 to 9999.

G_T is the time interval in which the pulses applied to Cnt are measured. G_T can be a period between 00.05 s and 99.95 s.

Note

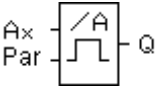
If you specify the time G_T a 1 s, LOGO! returns the current frequency (in Hz) in the f_a parameter.

f_a is always the sum of the pulses measured per time unit G_T .

4.4.17 Analog Trigger

Brief description

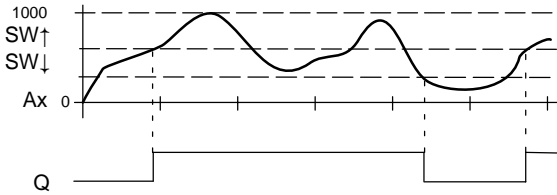
The output is switched on, if the analog value exceeds a parameterizable on threshold. The output is switched off if the analog value falls below the parameterizable off threshold (hysteresis).

Symbol in LOGO!	Connection	Description
	Input Ax	<p>At the output Ax, apply the analog signal to be evaluated.</p> <p>Use the connectors I7 (AI1) or I8 (AI2).</p> <p>0–10 V corresponds to 0–1000 (internal value).</p>
	Parameter Par: \ddagger , \uparrow , SW \uparrow , SW \downarrow	<p>\ddagger: Gain in % Value range 0..1000 %</p> <p>\uparrow: Offset Value range ± 999</p> <p>SW\uparrow: on threshold Value range ± 19990</p> <p>SW\downarrow: off threshold Value range ± 19990</p>
	Output Q	Q is set or reset depending on the threshold values.

Gain and Offset parameters

Refer to the information in Section 4.3.6 on the Gain and Offset parameters.

Timing diagram



Description of function

The function reads in the analog value AI1 or AI2.

The Offset parameter is then added to the analog value.

This value is then multiplied by the Gain parameter.

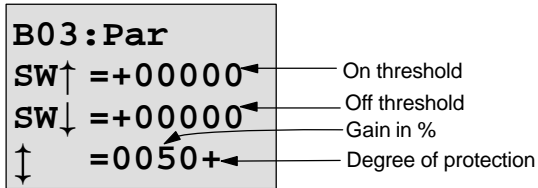
If this value exceeds the on threshold ($SW\uparrow$), the output Q is set to 1.

Q is reset to 0 again if the value violates the off threshold ($SW\downarrow$).

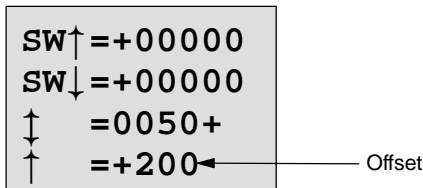
Par parameter setting

The Gain and Offset parameters are used to adapt the sensors used to the relevant application.

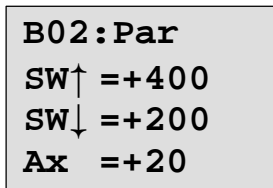
Parameter assignment



Press key ►



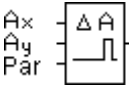
Display in PARAM mode (example):



4.4.18 Analog Comparator

Brief description

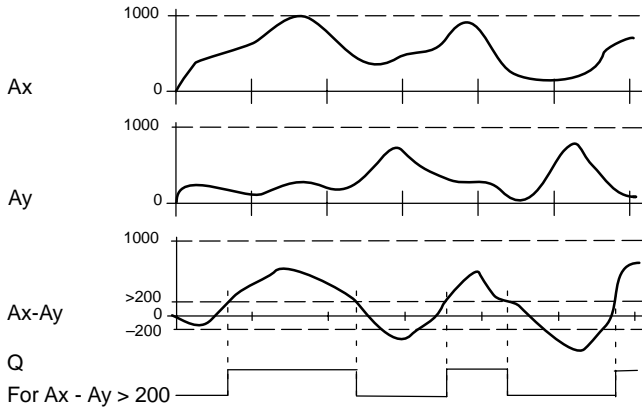
The output is switched on if the difference between Ax and Ay exceeds the set threshold value.

Symbol in LOGO!	Connection	Description
	Inputs Ax and Ay	At the Ax and Ay inputs, apply the analog signals whose difference is to be evaluated. Use the connectors I7 (AI1) and I8 (AI2).
	Parameter Par: ↓, ↑, Δ	↓ : Gain in % Value range 0..1000 % ↑ : Offset Value range ±999 Δ : Threshold value
	Output Q	Q is set to 1 if the difference between Ax and Ay exceeds the threshold value.

Gain and Offset parameters

Refer to the information in Section 4.3.6 on the Gain and Offset parameters.

Timing diagram



Description of function

The analog comparator function carries out the following arithmetic operations:

1. The value parameterized for Offset is added to Ax and Ay.
2. Ax and Ay are multiplied by the Gain parameter.
3. The function produces the difference between the analog values Ax and Ay.

If this value exceeds the threshold value parameterized under Δ , the output Q is set to 1.

Otherwise, Q is reset to 0.

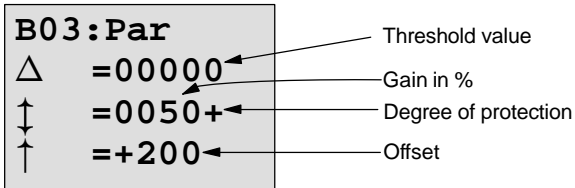
Rule for calculation

Q = 1 when:

$[(Ax + \text{offset}) \cdot \text{gain}] - [(Ay + \text{offset}) \cdot \text{gain}] > \text{threshold value}$

Par parameter setting

The Gain and Offset parameters are used to adapt the sensors used to the relevant application.



Example

To control a heating system, the flow temperature T_v (via a sensor at AI1) and the return temperature T_r (via a sensor at AI2) are to be compared with each other.

If the return temperature differs by more than 15 °C from the flow temperature, a switching operation is to be triggered (e.g. burner on).

The real temperatures are to be displayed in PARAM mode.

Temperature sensors with the following technical specifications are available: -30 to +70 °C, 0 to 10V DC.

Application	Internal Representation
-30 to +70 °C = 0 to 10V DC	0 to 1000
0 °C	300 → Offset = -300
Value range: -30 to +70 °C = 100	1000 → Gain = 100/1000 = 0.1 = 10 %
Switching threshold = 15 °C	Threshold value = 15

Parameter assignment

B03:Par	
Δ	=00015
\updownarrow	=0010+
\uparrow	=-300

Display in PARAM mode (examples):

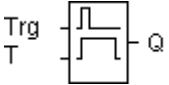
B03:Par	
Δ	= 20
Ax	= 10
Ay	= 30

B03:Par	
Δ	= 30
Ax	= 10
Ay	=- 20

4.4.19 Stairwell Light Switch

Brief description

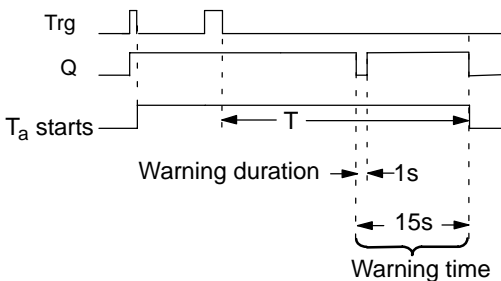
Following an input pulse (edge-controlled), a parameterizable timed period starts. The output is reset when the defined period has elapsed. 15 s before the time has elapsed, an off warning is issued.

Symbol in LOGO!	Connection	Description
	Input Trg	Use the Trg (trigger) input to start the time for the stairwell light switch (off delay).
	Parameter T	T is the time after which the output is switched off (output state changes from 1 to 0). Minutes are set as the default time base.
	Output Q	Q is switched off when the time T has elapsed. 15 s before the time has elapsed, the output switches to 0 for 1 s.

Parameter T

Please refer to the note in Section 4.3.2 when specifying the values.

Timing diagram



Description of function

If the state of the input Trg changes from 1 to 0, the current time T_a starts and the output Q is set to 1.

15 s before T_a reaches the time T, the output Q is set to 0 for 1 s.

If the time T_a reaches the time T, the output Q is reset to 0.

Another switch at the input Trg during T_a resets T_a (retrigger option).

In the event of a power failure, the elapsed time is reset.

Changing the time base

You can also set other values for the warning time and warning duration .

Time Base T	Warning Time	Warning Duration
Seconds*	750 ms	50 ms
Minutes	15 s	1 s
Hours	15 min	1 min

*Only relevant for programs with a cycle time of < 25 ms

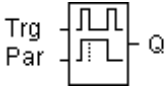
See also "Determining the Cycle Time" in Appendix C.

4.4.20 Dual-Function Switch

Brief description

Switch with 2 different functions:

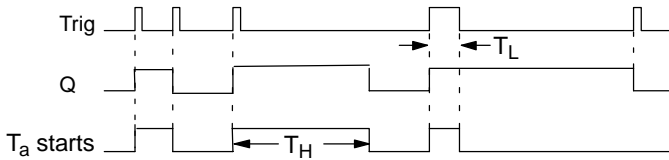
- Current impulse switch with off delay
- Switch (permanent light)

Symbol in LOGO!	Connection	Description
 <p>The symbol shows a rectangular box with two inputs on the left: 'Trg' (top) and 'Par' (bottom). The 'Trg' input is connected to a pulse waveform. The 'Par' input is connected to a square wave. On the right side, there is an output labeled 'Q'.</p>	Input Trg	Switch on the output Q via the Trg (trigger) input (off delay or permanent light). When the output Q is switched on, it can be reset with Trg.
	Parameter Par	<p>T_H is the time after which the output is switched off (output state changes from 1 to 0).</p> <p>T_L is the length of time that has to be set for the input to activate the permanent light function.</p>
	Output Q	The output Q switches on with Trg and switches off again after a parameterizable time depending on the length of the pulse to Trg, or it is reset after Trg is activated again.

Parameters T_H and T_L

Please refer to the note in Section 4.3.2 when specifying the values.

Timing diagram



Description of function

If the state of the input Trg changes from 0 to 1, the current time T_a starts and the output Q is set to 1.

If the time T_a reaches the time T_H , the output Q is reset to 0.

In the event of a power failure, the elapsed time is reset.

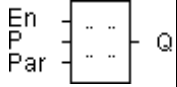
If the state 0 changes to 1 at the input Trg, and 1 remains set at least for the time T_L , the permanent light function is activated and the output Q is switched on permanently.

If the input Trg is switched again, T_H is reset and the output Q is switched off.

4.4.21 Message Texts

Brief description

Display of a parameterized message text during RUN.

Symbol in LOGO!	Connection	Description
	Input En	A change in the state from 0 to 1 at the En (Enable) input starts the output of the message text.
	Parameter P	P is the priority of the message text.
	Parameter Par	Par is the text for the message output.
	Output Q	Q has the same state as the input En.

Limitation

A maximum of 5 message text functions are possible.

Description of function

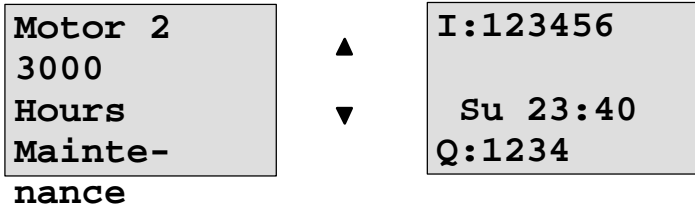
If the state at the input changes from 0 to 1, the message text you have parameterized is displayed in RUN mode.
 If the state at the input changes from 1 to 0, the message text is not displayed.

If several message text functions have been triggered with En=1, the message with the highest priority is displayed.
 If you press the key, ▼ the low-priority messages are displayed as well.

You can switch between the standard display and the message text display using the keys ▲ and ▼.

Example

A message could be displayed as follows, for example:
En=1

**Parameter assignment window**

To parameterize the priority, proceed as follows (parameter assignment window for P):

B03:P
Priority 1

To parameterize the message text, proceed as follows (parameter assignment window for Par):

••
 ••
 ••
 ••

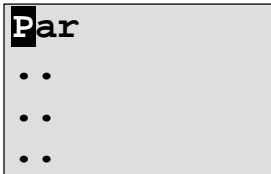
Use the ► key to select a line that is to contain a message text.

Press the **OK** key to switch to edit mode for this line.

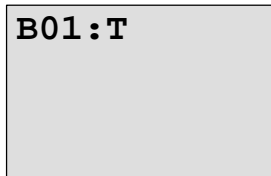
Use the keys ▲ and ▼ select the letter to be displayed. To move the cursor from one position to another, use the keys ◀ and ▶.

Press **OK** to apply the changes or **ESC** to exit edit mode.

To output a parameter (e.g. display a measurement or function value) as a message text in a line, select this line with the ► key and press the ▼ key:



Press the **OK** key to switch to edit mode.



Use the keys ◀ and ▶ to select between the blocks to be displayed and the corresponding parameters.

Use the keys ▲ and ▼ to select the block or the parameter to be displayed.

To select the parameter, press **OK**.

Press the **ESC** key to exit parameter assignment mode.
Your changes are applied.

5 Parameterizing LOGO!

By parameterization we mean setting the parameters of the blocks. You can set delay times for time functions, switching times for time switches, the threshold value of a counter, the monitoring interval of an operating hours counter and the on and off thresholds of the threshold switch.

You can set the parameters:

- In programming mode
- In parameterization mode

In parameterization mode the programmer sets a value for a parameter.

We introduced parameterization mode so that parameters can be changed without having to change the program. In this way, a user can change the times without having to change into programming mode. The advantage of this is that the program (and thus the circuit) is protected but can still be modified by the user of the circuit to suit requirements.

Note

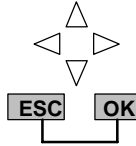
LOGO! continues to execute the program in parameterization mode.

5.1 Switching to Parameterization Mode

To switch to parameterization mode, press **ESC** and **OK** at the same time:

```
I:123456
Mo 09:00

Q:1234 RUN
```



LOGO! switches to parameterization mode and displays the parameterization menu:

```
>Set Clock
Set Param
```

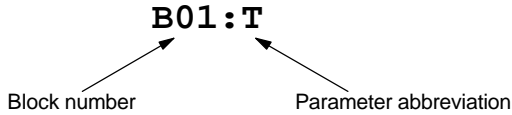
The 'Set Clock' menu item is executed only if your version of LOGO! has a clock/time switch (those versions of LOGO! that have a clock have the letter C in their name e. g. LOGO 230RC). Set Clock allows you to set LOGO!'s time switch.

5.1.1 Parameters

The following can be parameters:

- The delay times of a time relay.
- The switching times (cams) of a time switch.
- The threshold value of a counter.
- The monitoring time of an operating hours counter.
- The switching thresholds of a threshold switch.

Each parameter is identified by the block number and the parameter abbreviation. Examples:

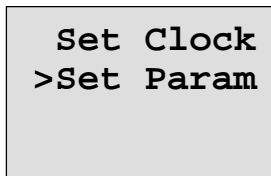


- T: ...is a time that can be set.
- No1: ...is the first cam of a time switch (clock).
- Par: ...refers to several counters that can be monitored.

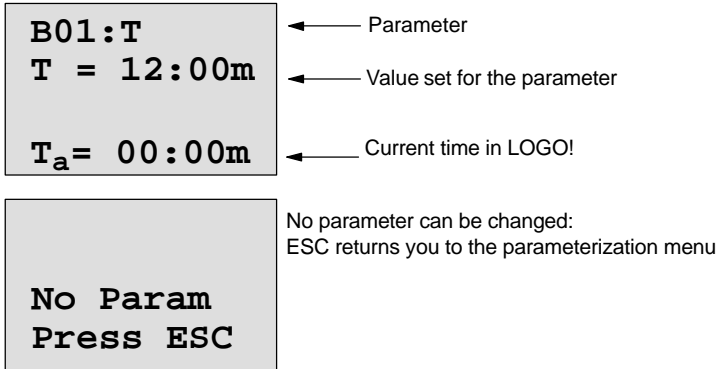
5.1.2 Selecting a Parameter

To select a parameter, proceed as follows:

1. Select the 'Set Param' option from the parameterization menu.



2. Press the **OK** key
LOGO! displays the first parameter. If parameters cannot be set, you can use ESC to return to the parameterization menu.



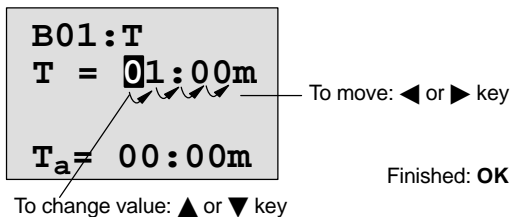
3. Select the desired parameter:
▲ or ▼
LOGO! displays a parameter in a separate window.
4. To change a parameter, select it and press **OK**.

5.1.3 Changing a Parameter

To change a parameter, you first have to select it (see "Selecting a parameter").

You change the value of the parameter in the same way as you entered it in programming mode:

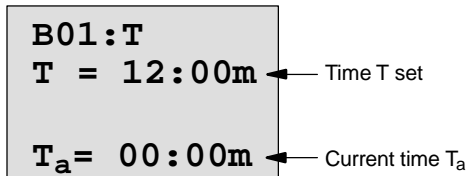
1. Move the cursor to the point at which you want to make the change:
◀ or ▶
2. Change the value:
▲ or ▼
3. Accept the value:
OK



You cannot change the unit of the delay time for the parameter T in parameterization mode. This is only possible in programming mode.

Current value of a time T

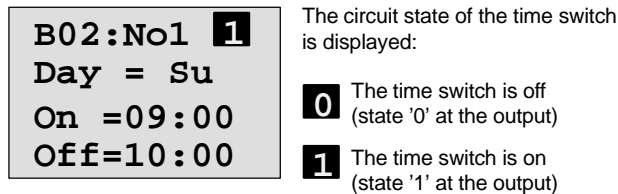
If you view a time T in parameterization mode, it looks like this:



You can change the set time T (see "Changing a parameter").

Current value of the time switch

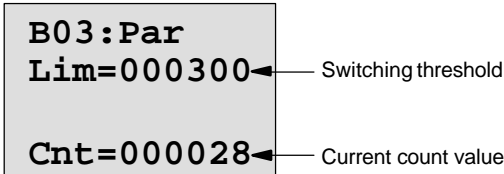
If you view a cam of a time switch in parameterization mode, it looks like this, for example:



LOGO! displays the circuit state of the time switch rather than the circuit state of a cam. The circuit state of the time switch depends on all three cams (No1, No 2 and No 3).

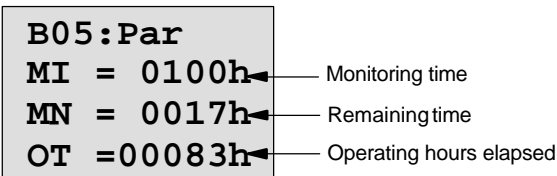
Current value of a counter

If you view the parameter of a counter in parameterization mode, it looks like this:



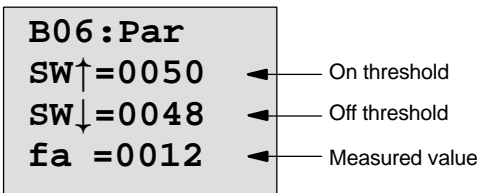
Current value of an operating hours counter

If you view the parameters of an operating hours counter in parameterization mode, it looks like this:



Current value of a threshold switch

If you view the parameter of a threshold switch in parameterization mode, it looks like this:



5.2 Setting the Time (LOGO! ... C)

You can set the time:

- In parameterization mode
- In programming mode

Setting the time in parameterization mode:

1. Switch to parameterization mode:
ESC and **OK** at the same time
2. Select 'Set Clock' and press **OK**.

```

Set Clock
_Mo 14:26
MM.DD.YY
06.14.99
  
```

The cursor is positioned before the day of the week.

3. Select the day of the week:
▲ or ▼
4. Move the cursor to the next position:
◀ or ▶
5. Change the value:
▲ or ▼
6. Set the clock to the correct time. Repeat steps 4 and 5.
7. Conclude your input:
OK

Setting the time in programming mode:

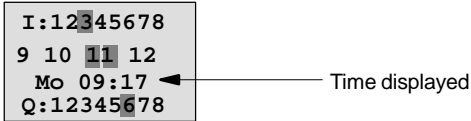
1. Switch to programming mode:
◀, ▶ and **OK** at the same time
2. Select 'Program' and press **OK**
3. Select (using ▼ or ▲) 'Set Clock' and press **OK**

Now you can set the day of the week and the time, as described above (as of step 3.).

Switching between summer and winter time:

LOGO! must be in RUN if you want to switch over the time.

1. If necessary, exit programming or parameterization mode and switch LOGO! to RUN.



2. Press **OK** and **▲**

The current time is put forward by one hour.



Change the time in the opposite direction in the same way:

3. Press **OK** and **▼**

The current time is put back by one hour.



6 LOGO! Program Modules

You can only keep one program stored in LOGO!. If you want to change the program or write another program without deleting the first one, you must archive it somewhere. You can use program modules/cards to do this.

You can copy the program stored in LOGO! to a program module/card. You can insert the program module/card in a different LOGO! and in this way copy the program to the other LOGO!. You can use the program module/card to do the following:

- Archive programs
- Duplicate programs
- Send programs by post
- Write and test programs in the office and then transfer them to a different LOGO! in the cabinet.

LOGO! is supplied with a cover. You receive the program module/card separately.

Note

You do **not** require a module for permanently storing the program in your LOGO!.

The LOGO! program is already stored permanently when programming mode is finished.

Below you will find the two modules that you can get for LOGO!. Both of them can accommodate the entire program memory of a LOGO!.

Module	Order number
Yellow module: for copying	6ED1 056-1BA00-0AA0
Red module: with know-how protection and copy protection	6ED1 056-4BA00-0AA0

6.1 Overview of the Modules

Yellow program module

You can read and write programs with this module.

Red program module

You can only write programs with this module. Once a program has been stored, it cannot be looked at, copied or changed (i.e. your data is protected).

Programs saved like this can only be run if the module remains inserted in LOGO! while the system is in operation.



Warning

Make sure that you don't save your program on a module with program protection if you intend to edit it further.

You can start up a program on a module with know-how protection but not read it for the purpose of editing.

Upward compatibility

The modules are only upwardly compatible. This means:

- A module written in a standard variant can be read in all the other variants.
- A module written in a LOGO! ...L variant can be read in all the other LOGO! ...L variants; but not into a standard variant.
- A module written in a LOGO! ...LB11 variant can be read in all the other LOGO! ...LB11 variants; but not in a standard variant or in a LOGO! ...L variant.

6.2 Removing and Inserting Modules

When you remove a red program module (know-how protection and copy protection), always remember that the program stored on the module can only run if the module is inserted and remains inserted for the entire time.

If the module is removed, LOGO! displays the message 'no program'. Removing the red module during operation leads to impermissible operating statuses.

Always heed the following warning:



Warning

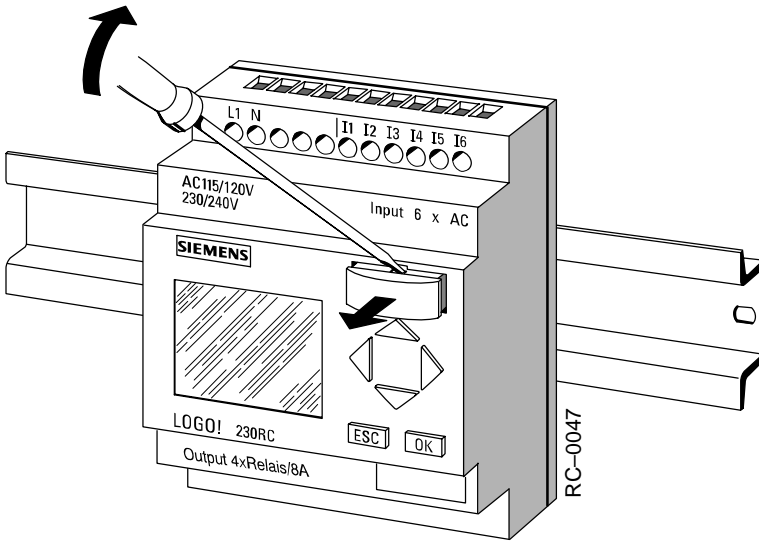
Do not put your finger or an object made of metal or any other conductive material in the open shaft of the program module/card.

The socket for the program module/card may be live if L1 and N have been incorrectly wired.

The program module/card should only be changed by a trained technician.

Removing the module

Remove the program module/card as follows:



Carefully insert a screwdriver into the slot at the upper end of the program module/card and ease the program module/card out of the shaft a little.

You can now remove the program module/card:

Inserting the program module/card

The shaft for the program module/card is chamfered at the lower right edge. The program module/card also has a chamfered edge. This prevents you from inserting the program module/card the wrong way around. Insert the program module/card into the shaft until it engages.

6.3 Copying a Program from LOGO! to the Program Module/Card

To copy a program to the program module/card, proceed as follows:

1. Insert the program module/card into the shaft.
2. Switch LOGO! to programming mode:
◀, ▶ and **OK** at the same time

```

>Program..
  PC/Card..
  Start
```

3. Move the '>' to "PC/Card":
▼
4. Press **OK**. The transfer menu appears.

```

>PC ↔ [ ]
[ ] → Card
Card → [ ]
```

[] = LOGO!

5. Move the '>' to 'LOGO → Card':
▼
6. Press **OK**.

LOGO! copies the program to the program module/card.

When LOGO! has finished copying, it automatically returns to the main menu:

```

  Program..
>PC/Card..
  Start
```

The program is now also on the program module/card. You can now remove the program module/card: **Don't forget** to replace the cover.

If there is a power failure while LOGO! is copying, you have to copy the program again once the power has been restored.

6.4 Copying from the Module to LOGO!

You have a program module/card containing your program. You can copy the program to LOGO! in two ways:

- Automatically when LOGO! starts up (power on)
- Via LOGO!'s PC/Card menu.

Note

Please note that not all programs stored on the modules can be read in all LOGO! variants. If necessary, read Section 6.1 again.

Automatic copying when LOGO! starts up

Proceed as follows:

1. Switch off the power supply to LOGO! (power down)
2. Remove the cover shaft.
3. Insert the program module/card into the appropriate shaft.
4. Switch on the power supply to LOGO! again.

Result: LOGO! copies the program from the program module/card to LOGO!. As soon as LOGO! has finished copying, LOGO! displays the main menu:

```
>Program..
  PC/Card..
  Start
```

Note

Before you switch LOGO! to RUN, you must ensure that the system you are controlling with LOGO! does not represent a source of danger.

1. Move the '>' to Start:
2 × key ▼
2. Press **OK**

Using the PC/Card menu to copy

Read the note about changing the program module/card.

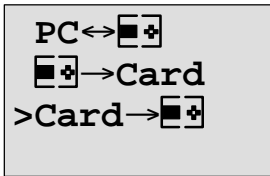
To copy a program from the program module/card to LOGO!, proceed as follows:

1. Insert the program module/card
2. Switch LOGO! to programming mode:
◀, ▶ and **OK** at the same time

```
>Program..
  PC/Card..
  Start
```

3. Move the '>' to "PC/Card":
▼

4. Press **OK**. The transfer menu appears.



[Logo! icon] = LOGO!

5. Move the '>' to 'Card → LOGO':
key ▲ or ▼
6. Press **OK**.

Result: LOGO! copies the program from the program module/card to LOGO!. As soon as LOGO! has finished copying, LOGO! automatically displays the main menu.

7 LOGO! Software

The program LOGO!Soft Comfort is available as a programming package for the PC. The software has the following functions:

- Offline program generation of your application
- Simulation of your circuit (or program) on the computer
- Generation and printing of a block diagram of the circuit
- Saving the program to the hard disk or another storage medium
- Program transfer
 - From LOGO! to the PC
 - From the PC to LOGO!

The LOGO! alternative

The LOGO! programming software thus represents an alternative to the conventional means of planning:

1. First you develop your applications at your desk.
2. You simulate the application in your computer and test whether or not it functions properly before the circuit is actually put to use.
3. You print out the entire circuit in a block diagram or in several block diagrams sorted according to outputs.
4. You archive your circuits in your PC file system. In this way you can retrieve a circuit directly if you want to make changes some time in the future.
5. You transfer the program to LOGO! by pressing just a few buttons. Your LOGO! is retooled within a very short space of time.

LOGO!Soft Comfort

LOGO!Soft Comfort allows you to create control programs easily and efficiently. Programs are created on the PC using the drag-and-drop technique. You first write the program and then assess which LOGO! variants are required for the completed program.

One particularly user-friendly feature is the offline program simulation facility, which enables the simultaneous status display of multiple special functions and permits extensive documentation of the programs created. This optional program software also provides a comprehensive online help system on CD ROM.

LOGO!Soft Comfort runs on Windows 95/98 and Windows NT 4.0 or higher, is server-capable and offers you freedom and maximum convenience when creating programs.

LOGO!Soft Comfort V2.0

This is the current version of LOGO!Soft Comfort. As of Version 2.0 you will find all the functions and functionality of the new devices as well described in this manual.

Upgrading LOGO!Soft Comfort V1.0

If you have an old LOGO!Soft Comfort function, you can download old programs to the new devices, but you cannot use programs with the new functions. To do this, you must upgrade your Version 1.0 to the latest version.

You can only install the upgrade if you have a full version of LOGO!Soft Comfort V1.0.

Updates & infos

You can download free upgrades and demo versions of the software

from the Internet at the following address:

http://www.ad.siemens.de/logo/html_00/software.htm.

7.1 Possible Applications for LOGO! Software

System requirements

The following requirements have to be met in order to run LOGO!Soft Comfort V2.0:

- IBM-compatible PC
- Pentium 90 or higher
(Pentium 133 recommended)
- 32 MB RAM
(64 MB RAM recommended)
- 90 MB of free hard disk space
- Microsoft Windows 95/98 or NT4.0
- SVGA graphics card, resolution 800x600, 256 colors
(1024x768 recommended)
- CD-ROM drive + mouse

Installation and operation

Before installation, read the product information documentation and the text files on the CD-ROM.

To install the software, simply follow the instructions on the installation program. To start the installation program, proceed as follows (installation on CD-ROM should start automatically):

1. Select and start SETUP.EXE
in Windows 95/98 and Windows NT 4.0 either by choosing **Start▶Run** and entering the line: [drive]:\Setup or by clicking it in Windows Explorer.
2. Follow the instructions in the installation program.

The best way to find out how to use the software is by working with it on your computer. If you have any questions, use the software online help system.

The next steps

In the next step we will show you how to connect LOGO! to a PC. Omit this step, if you currently only have the software available.

7.2 Connecting LOGO! to a PC

Connecting a PC cable

To connect LOGO! to a PC, you need the LOGO! PC cable.

(Order no. 6ED1 057-1AA00-0BA0).

Remove the cover or the program module/card on your LOGO! and connect the cable there. Connect the other end of the cable to the serial port of your PC.

Switching LOGO! to PC ↔ LOGO Mode

There are two ways to connect the PC and LOGO!. LOGO! is either switched to transfer mode when it is on or automatically when the LOGO! power supply is switched on and the transfer cable is in place.

To switch LOGO! to PC ↔ LOGO mode, proceed as follows:

1. Switch LOGO! to programming mode:
Press ◀, ▶ and **OK** at the same time
2. Select 'PC/Card':
▼ or ▲
3. Press **OK**
4. Select 'PC ↔ LOGO':
▼ or ▲
5. Press **OK**

LOGO! is now in PC ↔ LOGO mode and the following display appears:

PC ↔ LOGO

**STOP:
Press ESC**

To switch LOGO! automatically to PC ↔ LOGO mode, proceed as follows:

1. Switch off the power supply to LOGO!
2. Remove the cover or the program module/card and connect the cable there.
3. Switch the power back on.

LOGO! automatically goes into PC ↔ LOGO mode.

The PC can now access LOGO!. You can find out how to do this on the online help system of the LOGO! software.

You can interrupt the connection to the PC using ESC on LOGO!.

7.3 Transfer Settings

To transfer programs between the PC and LOGO!, you must make certain settings in the LOGO! software. You can make these settings using the menu of the software you are using.

LOGO!Soft Comfort

- **Specify which LOGO!:** LOGO!Soft Comfort works out which LOGO! variant you will need to use the written program.
- **Options → Interface:** You can enter the serial port to which LOGO! is connected. You can also find out the correct port automatically (each port is checked by the program for a connected LOGO!).
- **Transfer: PC → LOGO!:** Use this to transfer a program you have created in LOGO!Soft Comfort to LOGO!.
- **Transfer: LOGO! → PC:** Use this to transfer a program you have created in LOGO! to LOGO!Soft Comfort.

8 Applications

To give you an idea of the kind of situations in which you can use LOGO!, we have compiled a number of application examples. We have included the circuit diagram of the original solution for each example and compared it with the solutions using LOGO!.

You can find solutions for the following tasks:

Stairway, hall or corridor lighting	151
Automatic door	156
Ventilation system	163
Industrial gate	168
Centralized activation and surveillance of several industrial gates	172
Fluorescent luminaires	177
Rainwater pump	181
Other applications	185

Note

The LOGO! applications are provided free of charge to our customers. The examples they contain are not binding and are included to provide general information on how LOGO! can be used. Customer-specific solutions may be different.

The user is responsible for ensuring that the system operates properly. We would also draw your attention to the need to comply with any applicable local standards and system-related installation regulations.

Errors are excepted and the right to make changes reserved.

You can find these applications and tips for further applications on the Internet at:

<http://www.ad.siemens.de/logo>

8.1 Stairwell or Hall Lighting

8.1.1 Demands on Stairwell Lighting

The basic requirements for a stairwell lighting system in an apartment block are as follows:

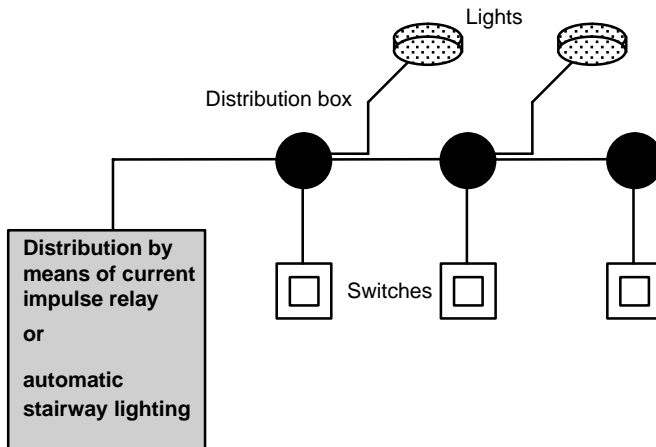
- When someone is using the stairs, the stairwell lights should be on.
- If no-one is in the stairwell, the lights should go out in order to save energy.

8.1.2 Previous Solution

Conventionally, there have been two ways to control such a lighting system as follows:

- By means of a current impulse relay
- By means of automatic stairway lighting

The wiring for the two lighting systems is identical.



Components used

- Switches
- Automatic lighting device or current impulse relay

Lighting system with a current impulse relay

When a current impulse relay is used, the lighting system behaves as follows:

- When any switch is pressed: the lighting is switched on
- When any switch is pressed again: the lighting is switched off

Disadvantage: people frequently forget to switch the lights off.

Lighting system with an automatic lighting device

When an automatic device is used, the lighting system behaves as follows:

- When any switch is pressed: the lighting is switched on
- When the preset time has elapsed, the lights switch off automatically.

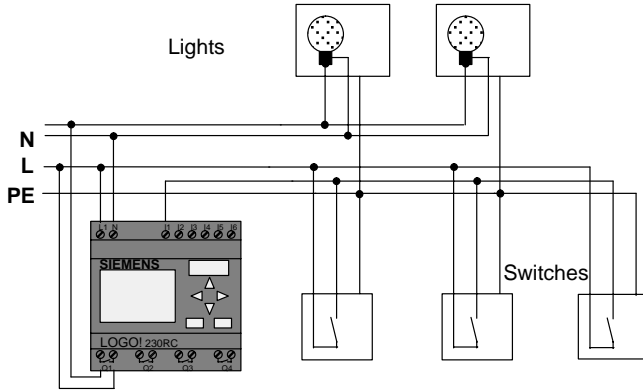
Disadvantage: The lighting cannot be switched on for an extended period of time (e.g. for cleaning purposes). The permanent on switch is usually on the stairwell lighting timer unit which may be difficult or impossible to gain access to.

8.1.3 Lighting System with LOGO!

You can use a LOGO! module to replace the stairwell lighting timer or the current impulse relay. And you can implement both functions (timed off delay and current impulse relay) in a single unit. What is more, you can incorporate extra functions without making any alterations to the wiring. Here are some examples:

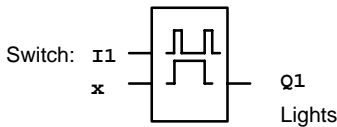
- Current impulse relay with LOGO!
- Automatic stairway lighting system with LOGO!
- LOGO! as a multifunctional switching system with the following functions:
 - Light on: Press switch
(Light switches off after the set time elapses)
 - Permanent light on: Press switch twice
 - Light off: Press switch for 2 seconds

Wiring of the lighting system with LOGO! 230RC



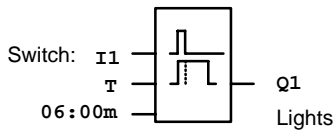
The external wiring for the lighting system using a LOGO! module is no different from the conventional method of wiring a corridor or stairwell lighting system. Only the automatic lighting timer/current impulse relay is replaced. Additional functions are entered directly in LOGO!.

Current impulse relay with LOGO!



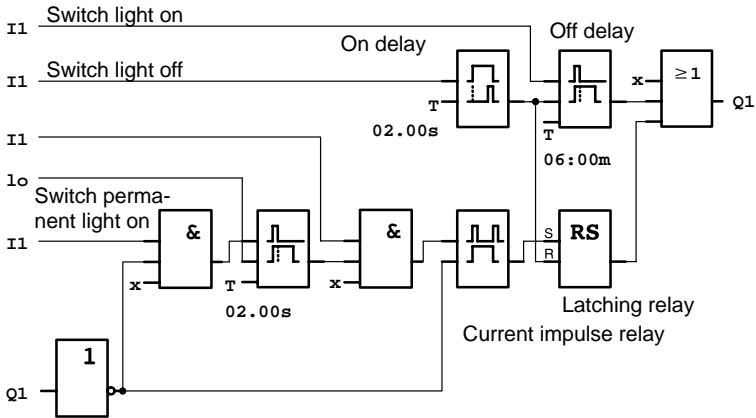
In the event of a gate pulse at input I1, output Q1 switches over.

Automatic stairway lighting system with LOGO!



In the event of a gate pulse at input I1, output Q1 switches on and remains on for 6 minutes.

Multifunctional switch with LOGO!



The diagram shows the circuit for an input with an associated output.

This switch has the following options:

- **When the switch is pressed:** The light is switched on and goes off again after the set time of 6 minutes (T=06:00m) has elapsed (off delay)
- **When the switch is pressed twice:** The light is switched on permanently (the latching relay is set via the current impulse relay).
- **When the switch is pressed for 2 seconds:** The light is switched off (on delay switches the light off; both the permanent light and the normal light; this branch of the circuit is therefore used twice)

You can enter these circuits several times for the remaining inputs and outputs. Instead of using 4 automatic stairway lighting systems or 4 current impulse relays, you thus use only a single LOGO!. However, you can also use the free inputs and outputs for completely different functions.

8.1.4 Special Features and Enhancement Options

Features such as the following are available for adding functions or saving energy:

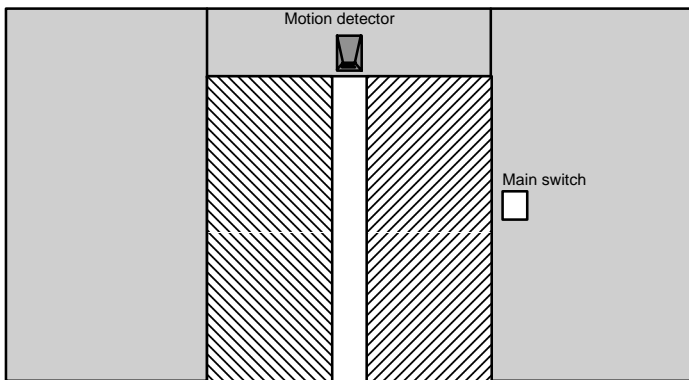
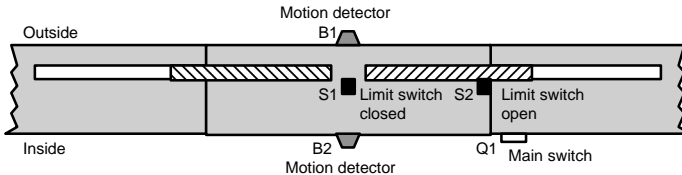
- You can have the light flash before it goes off automatically.
- You can integrate various central functions:
 - Central off
 - Central on (panic button)
 - Control of all lights or individual circuits by a daylight control switch
 - Control by the integrated time switch (e.g. permanent light only until 24.00 hours; no enabling at certain times)
 - Automatic switching off of the permanent light after a preset time has elapsed (e.g. after 3 hours)

8.2 Automatic Door

You often find automatic door control systems at the entrance to supermarkets, public buildings, banks, hospitals etc.

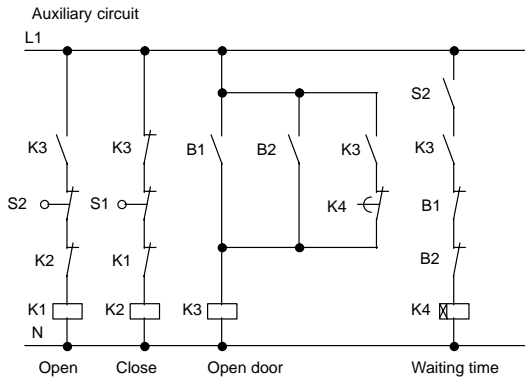
8.2.1 Demands on an Automatic Door

- When somebody approaches, the door must open automatically.
- The door must remain open until there is nobody in the doorway anymore.
- If there is nobody in the doorway anymore, it must close automatically after a short time.



The door is generally driven by a motor with a safety clutch. This prevents people from being caught or injured in the door. The control system is connected to the mains via a main switch.

8.2.2 Previous Solution



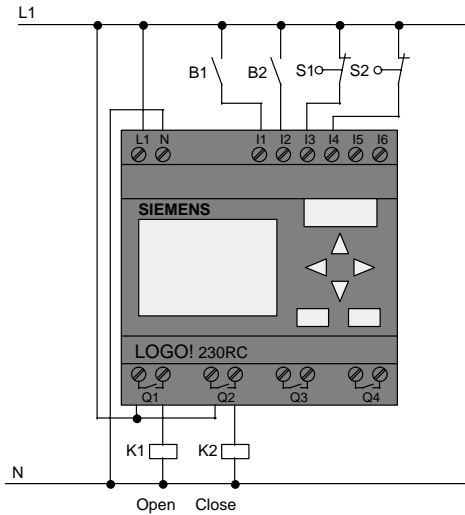
As soon as one of the motion detectors B1 or B2 registers somebody's presence, the door is opened by K3.

If the two motion detectors detect nothing for a minimum period, K4 enables the close operation.

8.2.3 Door Control System with LOGO!

LOGO! allows you to considerably simplify the circuit. You need only connect the motion detectors, the limit switches and the master contactors to LOGO!.

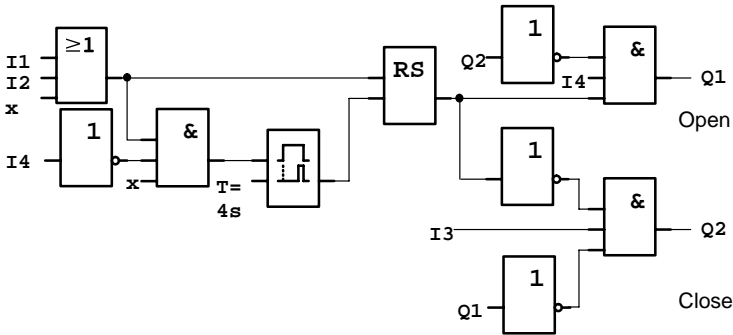
Wiring of the door control system with LOGO! 230RC



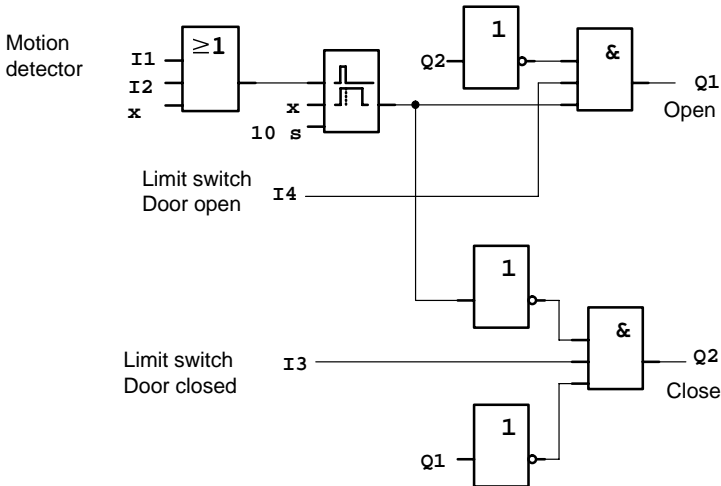
Components used

- K1 Master contactor *Open*
- K2 Master contactor *Close*
- S1 (NC contact) Limit switch *Closed*
- S2 (NC contact) Limit switch *Open*
- B1 (NO contact) Infrared motion detector *Outside*
- B2 (NO contact) Infrared motion detector *Inside*

Diagram of the door control system with LOGO!



This is what the functional block diagram that corresponds to the circuit diagram of the conventional solution looks like. You can simplify this circuit if you make use of LOGO!'s functions. You can use the off delay to replace the latching relay and on delay. The following function block diagram illustrates this simplification:



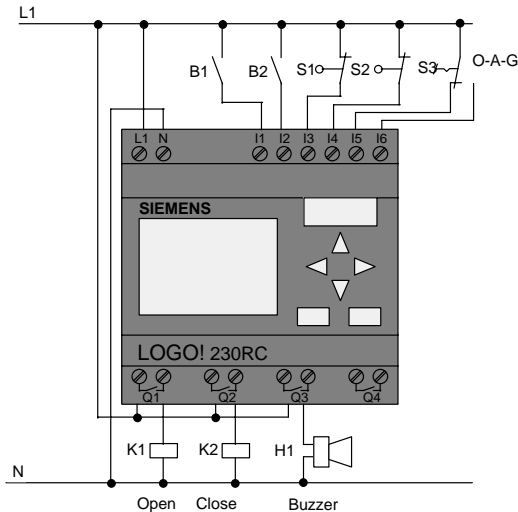
8.2.4 Special Features and Enhancement Options

Functionality and user friendliness can be improved in the following ways, for example:

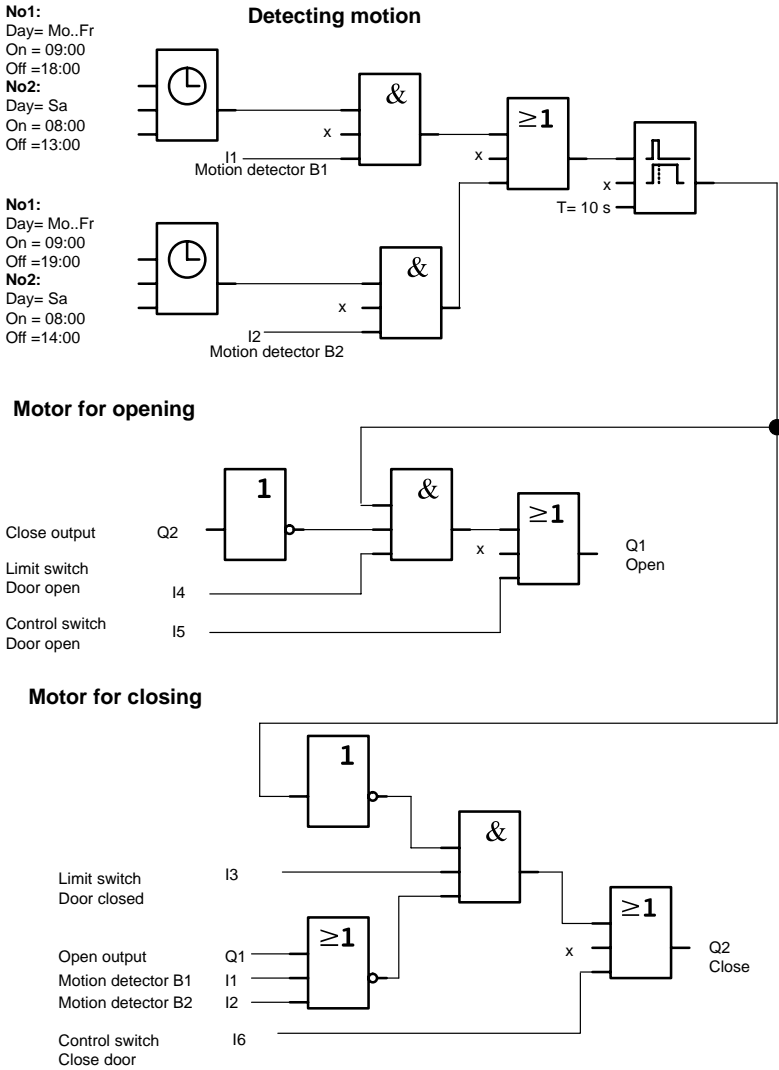
- You can connect an additional control switch: Open – Automatic – Closed (O-A-C)
- You can connect a buzzer to one of LOGO!'s outputs to indicate when the door is about to close.
- You can include time and direction-dependent enabling of door opening (so that it only opens during shop opening hours or only from the inside to the outside after closing time).

8.2.5 Enhanced LOGO! 230RC Solution

Wiring of the enhanced LOGO! solution



Functional block diagram of the enhanced LOGO! solution



Detecting motion

During business hours, motion detector B1 opens the door as soon as somebody wants to enter the shop from outside. Motion detector B2 opens the door if somebody wants to leave the shop.

After closing time, motion detector B2 continues to open the door for 1 hour so that customers can leave the shop.

Motor for opening

Output Q1 is switched on and opens the door when the following occurs:

- The control switch at 15 is operated (the door is to be constantly open) or
- The motion detectors indicate that somebody is approaching the door and
- The door is not yet fully open (limit switch at I4).

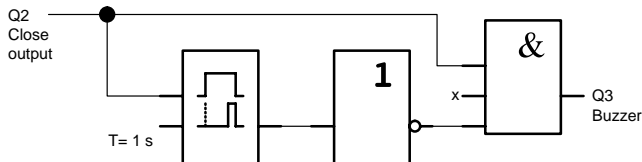
Motor for closing

Output Q2 is switched on and closes the door when the following occurs:

- The control switch at 16 is operated (the door is to be constantly closed) or
- The motion detectors indicate that there is nobody near the door and
- The door is not yet fully closed (limit switch at I3).

Buzzer

Connect the buzzer to output Q3. The buzzer sounds for a short time (in this case 1 second) when the door is closed. Enter the following circuit at Q3 in the block diagram:



8.3 Ventilation System

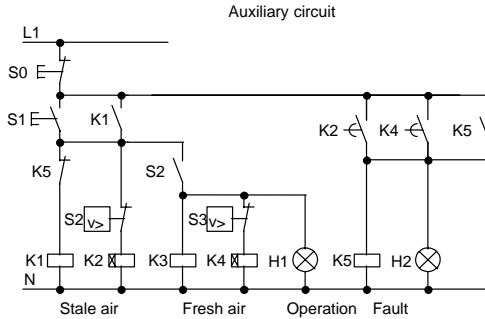
8.3.1 Demands on a Ventilation System

The purpose of a ventilation system is either to bring fresh air into a room or to extract stale air from a room. Consider the following example:



- The room contains an extractor fan and a fresh-air fan.
- Both fans are monitored by a flow sensor.
- The pressure in the room must not be allowed to rise above atmospheric pressure.
- The fresh-air fan must only be switched on provided reliable functioning of the extractor fan is signaled by the flow sensor.
- A warning lamp indicates if one of the fans fails.

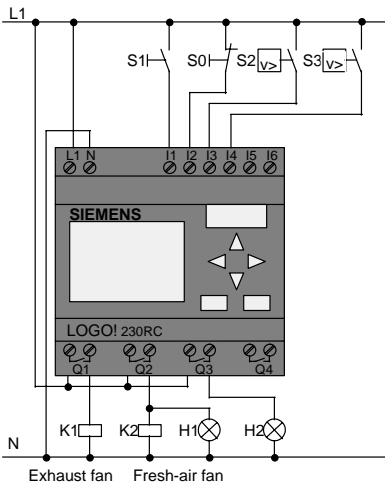
The circuit diagram for the previous solution is as follows:



The fans are monitored by flow sensors. If, after a short delay, no air flow is registered, the system is switched off and a fault reported. Acknowledge this by pressing the stop switch.

Monitoring the fans requires an analyzer circuit with several switching devices in addition to the flow sensors. The analyzer circuit can be replaced by a single LOGO! module.

Wiring of the ventilation system with LOGO! 230RC

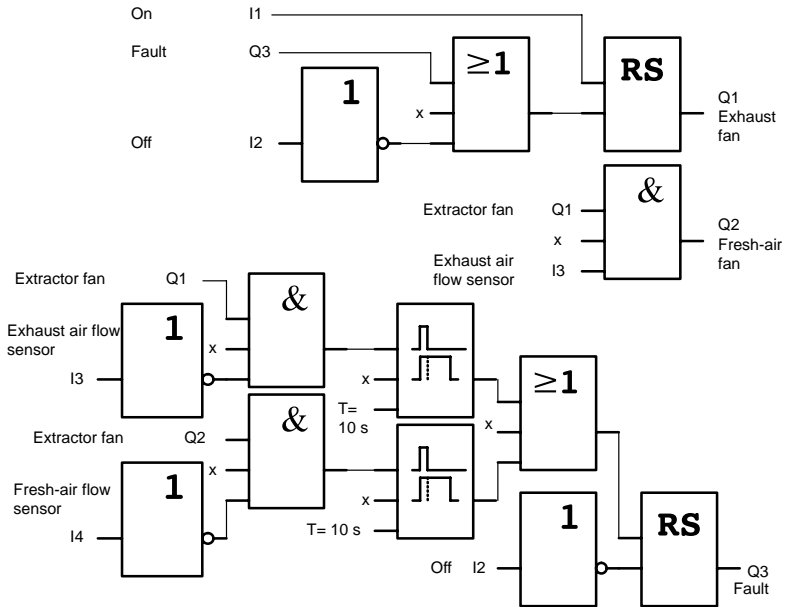


Components used

- K1 Master contactor
- K2 Master contactor
- S0 (NC contact) Stop switch
- S1 (NO contact) Start switch
- S2 (NO contact) Flow sensor
- S3 (NO contact) Flow sensor
- H1 Indicator lamp
- H2 Indicator lamp

Block diagram of the LOGO! solution

The block diagram of the ventilation control system with LOGO! is as follows:



8.3.2 Advantages of Using LOGO!

If you use a LOGO! module you require fewer switching devices. That saves you installation time and space in the control cabinet. Under certain circumstances it may even allow you to use a smaller control cabinet.

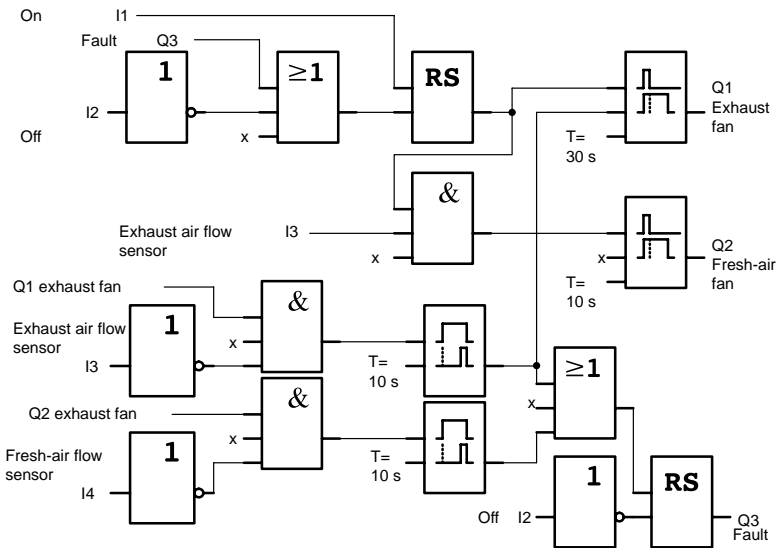
Additional options when using LOGO!

- The free output (Q4) can be used as a potential-free signaling contact in the event of a fault or a power failure.
- It is possible to stagger the switching-off of the fans.

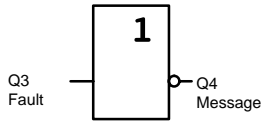
These functions can be implemented without additional switching devices.

Functional block diagram of the enhanced LOGO! solution

The fans at Q1 and Q2 are switched on and off as shown in the following circuit:

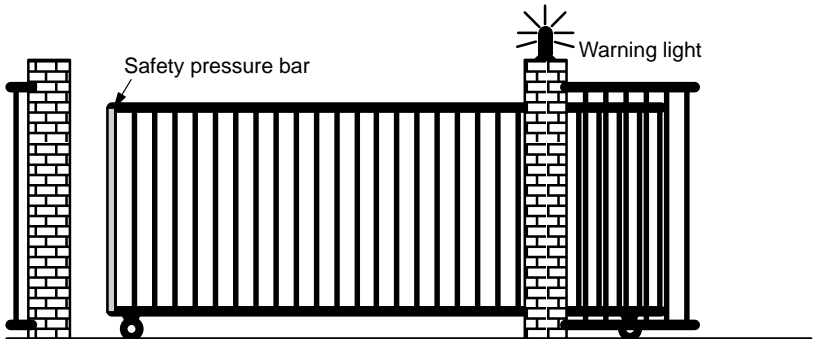


You can also generate a message via output Q4:



The relay contacts of output Q4 are always closed when the system is running. Relay Q4 does not release unless there is a power failure or a fault in the system. This contact can be used for teleindication, for example.

8.4 Industrial Gate



There is often a gate at the entrance to a company's premises. This is only opened to let vehicles in and out.

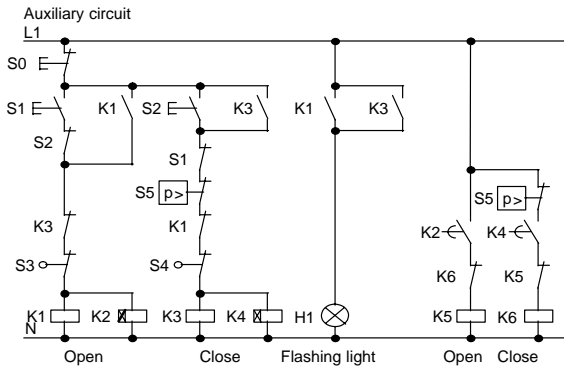
The gate is controlled by the gateman.

8.4.1 Demands on the Gate Control System

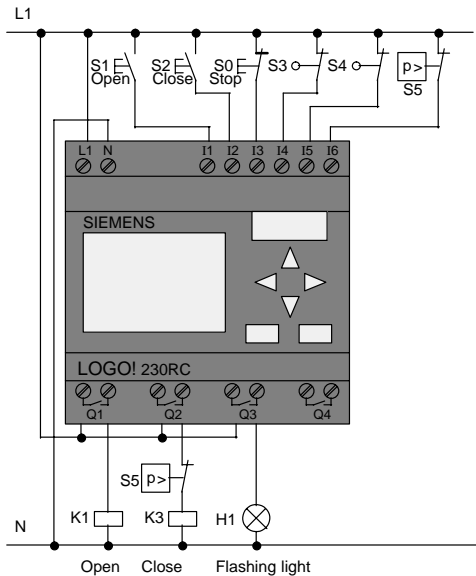
- The gate is opened and closed by operating a switch in the gatehouse. The gateman is able to monitor the operation of the gate at the same time.
- The gate is normally fully opened or closed. However, movement of the gate can be halted at any time.
- A flashing light is activated 5 seconds before the gate begins to move and continues for as long as the gate is in motion.
- A safety pressure bar ensures that nobody gets injured and nothing gets trapped or damaged when the gate closes.

8.4.2 Previous Solution

Various kinds of control systems are used to operate automatic gates. The circuit diagram shows *one* possible gate control circuit.



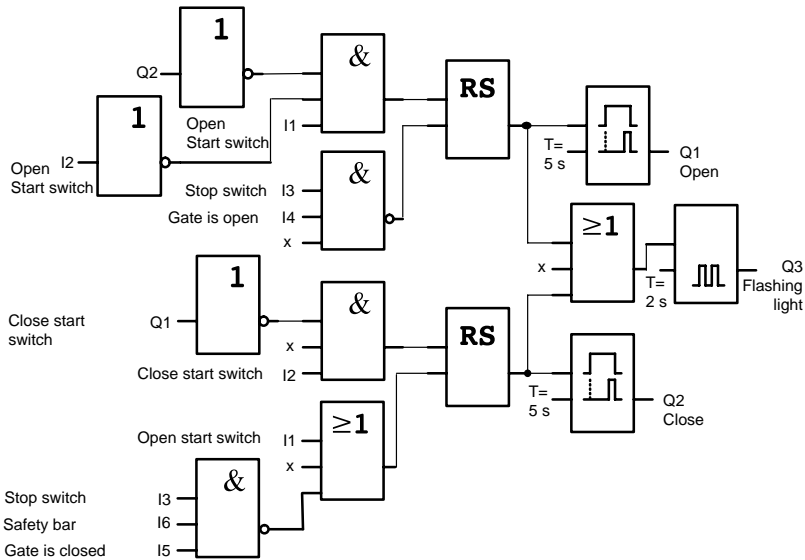
Wiring of the gate control system with LOGO! 230RC



Components used

- K1 Master contactor
- K2 Master contactor
- S0 (NC contact) Stop switch
- S1 (NO contact) Open switch
- S2 (NO contact) Close switch
- S3 (NC contact) Open position switch
- S4 (NC contact) Closed position switch
- S5 (NC contact) Safety pressure bar

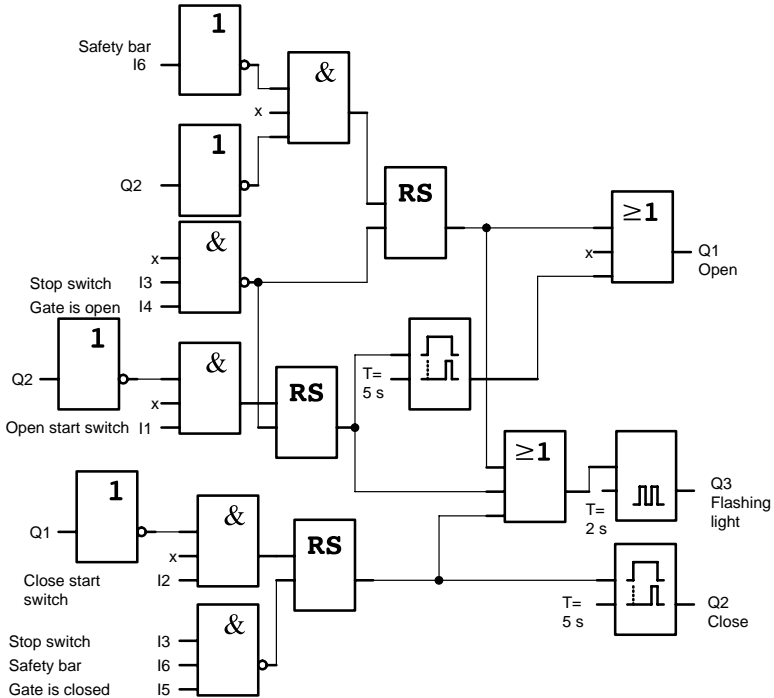
Functional diagram of the LOGO! solution



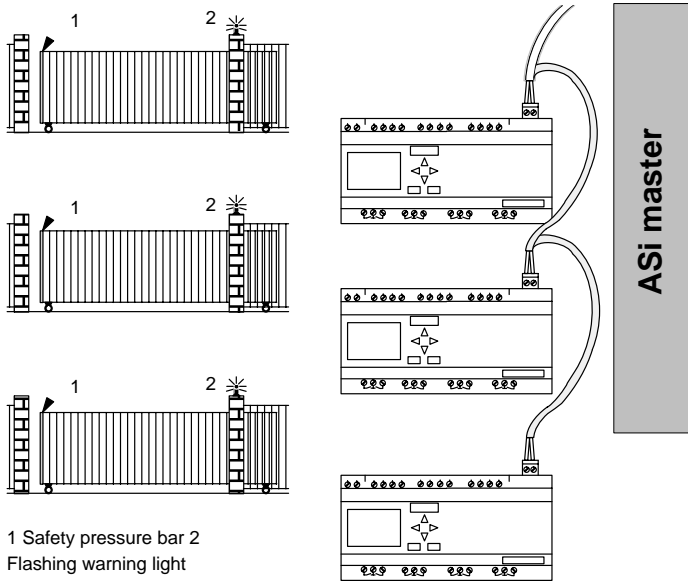
The open and close start switches move the gate in the appropriate direction provided it is not already moving in the other direction. Movement of the gate is halted by the stop switch or the relevant limit switch. The gate is also prevented from closing by the safety bar.

8.4.3 Enhanced LOGO! Solution

In our enhanced solution the gate will automatically open again when the safety bar is operated.



8.5 Centralized Activation and Surveillance of Several Industrial Gates



There are often a number of different entrances to a company's premises. Not all gates can always be surveilled directly by a member of staff. They must therefore be able to be surveilled and operated by a gateman who sits in a central control room.

It is also important to ensure that a member of staff can open and close the gate directly at the gate.

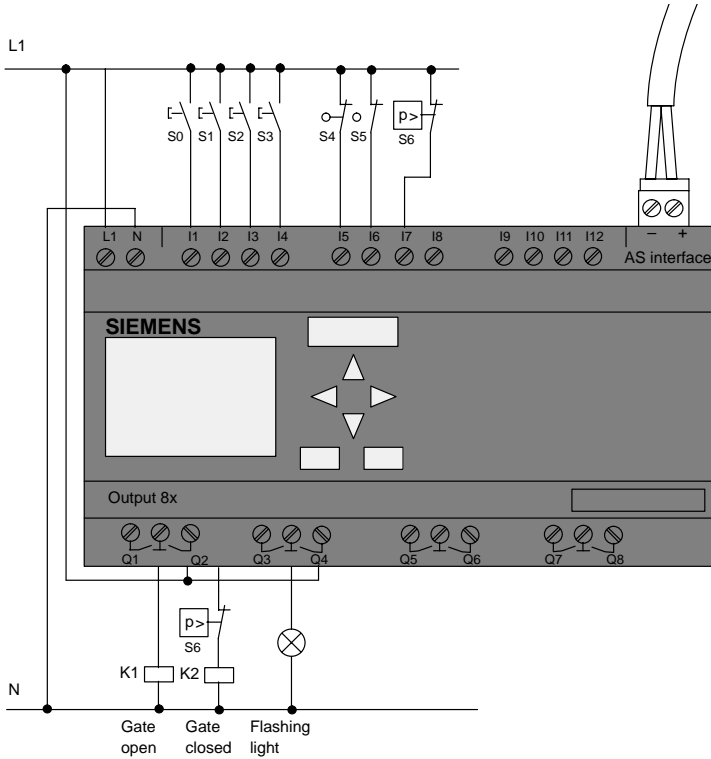
A LOGO!230RCLB11 is used for each gate. The modules are linked to each other and an ASI master by means of the ASI bus.

In this chapter, we will describe the gate control system used for a gate. All the other gate control systems are identical.

8.5.1 Demands on the Gate Control System

- Each gate is opened and closed by means of a cord-operated switch. The gate is normally fully opened or closed.
- Each gate can also be opened and closed using switches at the gate.
- The ASi bus connection enables the gateman to open and close the gate from the gatehouse. The state GATE OPEN or GATE CLOSED is indicated in the gatehouse.
- A flashing light is activated 5 seconds before the gate begins to move and continues for as long as the gate is in motion.
- A safety pressure bar ensures that nobody gets injured and nothing gets trapped or damaged when the gate closes.

Wiring of the gate control system with LOGO! 230RCLB11



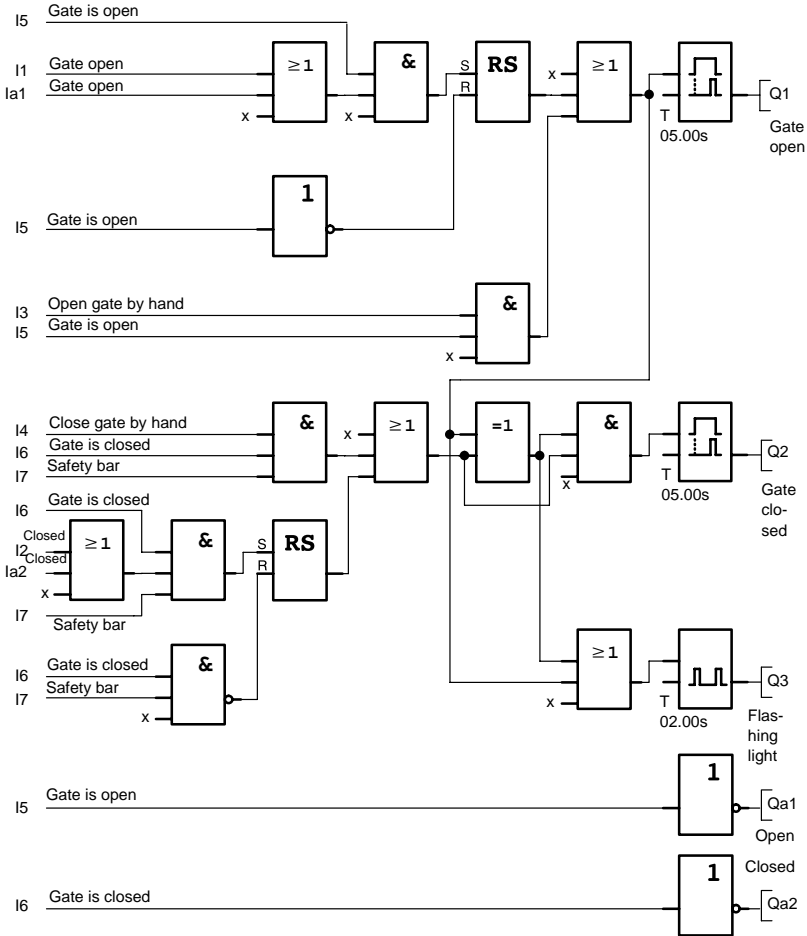
Components used

- K1 Master contactor opening
- K2 Master contactor closing
- S0 (*NO contact*) OPEN cord-operated switch
- S1 (*NO contact*) CLOSE cord-operated switch
- S2 (*NO contact*) Open switch
- S3 (*NO contact*) Close switch
- S4 (*NC contact*) OPEN GATE position switch
- S5 (*NC contact*) CLOSE GATE position switch
- S6 (*NC contact*) Safety pressure bar

Higher-level control system

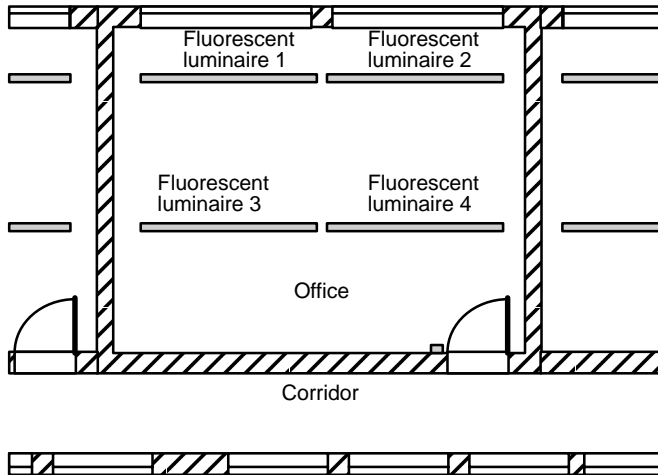
- Qa1 OPEN GATE position switch
- Qa2 CLOSE GATE position switch
- Ia1 External OPEN GATE switch
- Ia2 External CLOSE GATE switch

Functional diagram of the LOGO! solution



The OPEN gate and CLOSE gate start switches move the gate in the appropriate direction provided it is not already moving in the other direction. Movement of the gate is halted by the relevant limit switch. The gate is also prevented from closing by the safety bar.

8.6 Fluorescent Luminaires

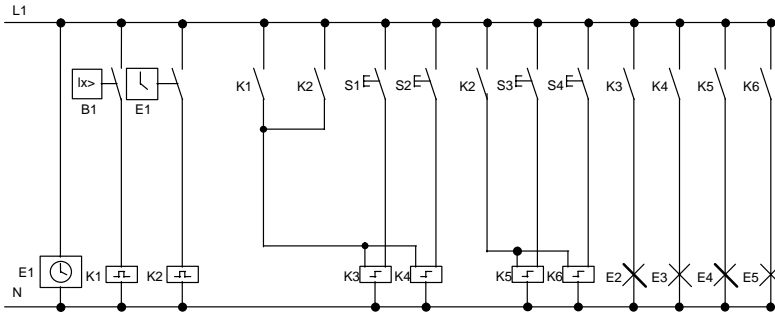


When lighting systems are planned in companies, the type and number of lamps used depends on the level of lighting required. For reasons of cost efficiency, fluorescent luminaires arranged in rows of tubes are often used. They are subdivided into switching groups according to how the room is used.

8.6.1 Demands on the Lighting System

- The fluorescent luminaires are switched on and off locally.
- If there is sufficient natural light, the luminaires on the window side of the room are automatically switched off by means of a brightness-sensitive switch.
- The lights are switched off automatically at 20.00.
- It must be possible at all times to switch the lights on and off locally.

8.6.2 Previous Solution



The lights are operated by means of a current impulse relay controlled by switches at the door. Independently of this, they are reset by the time switch or by the brightness-sensitive switch via the *central off* input. The switching-off commands must be cut by interval time-delay relays so that it is still possible to switch the lights on and off locally after they have been switched off centrally.

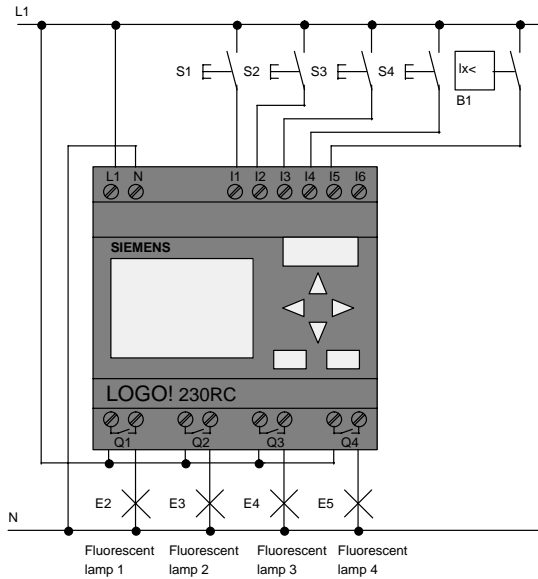
Components required:

- Switches S1 to S4
- Daylight control switch B1
- Time switch E1
- Interval time-delay relays K1 and K2
- Remote-control switches with central off K3 to K6

Disadvantages of the previous solution

- To implement the required functions, a large amount of circuitry is necessary.
- The large number of mechanical components means that considerable wear and high maintenance costs can be expected.
- Functional changes are costly to implement.

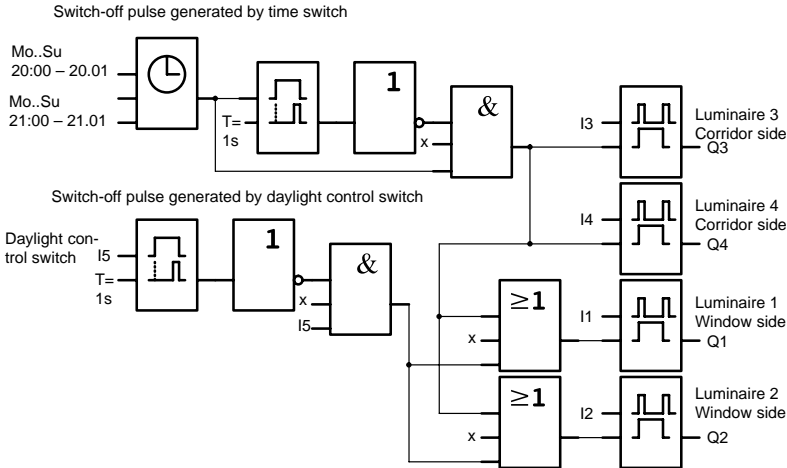
8.6.3 Fluorescent Luminaire Control with LOGO! 230RC



Components used

- S1 to S4 (*NO contact*) Switches
- B1 (*NO contact*) Daylight control switch

Functional diagram of the LOGO! solution



Advantages of the LOGO! solution

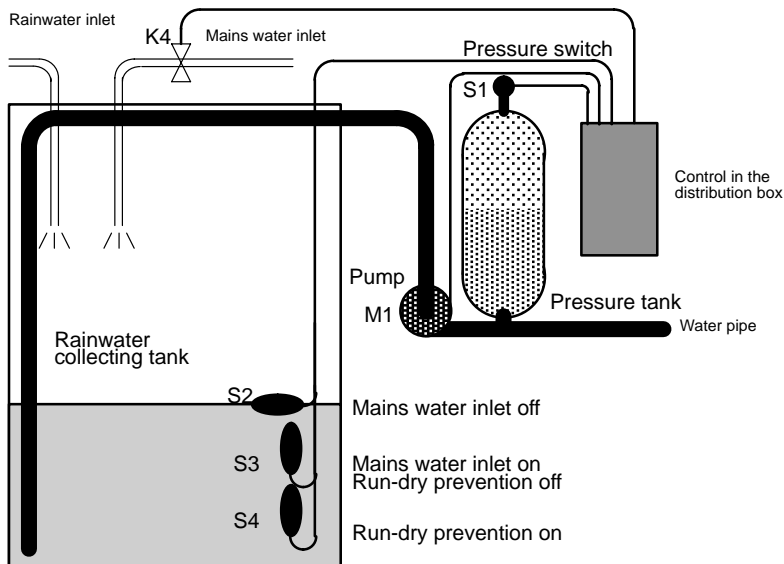
- You can connect the lamps directly to LOGO! provided the switching capacity of the individual outputs is not exceeded. In the case of greater capacities, you should use a power contactor.
- Connect the brightness-sensitive switch directly to one of LOGO!'s inputs.
- You don't need a time switch since this function is integrated in LOGO!.
- The fact that fewer switching devices are required means that you can install a smaller sub-distribution unit and thus save space.
- Fewer devices are required
- The lighting system can be easily modified.
- Additional switching times can be set as required (staggered switch-off pulses at the end of the day).
- The brightness-sensitive switch function can easily be applied to all lamps or an altered group of lamps.

8.7 Water Pump

Nowadays, private households are increasingly making use of rainwater alongside the mains domestic water supply. This saves money and helps protect the environment. Rainwater can be used for the following, for example:

- Washing clothes
- Watering the garden
- Watering indoor plants
- Washing the car
- Flushing the toilet

The sketch below illustrates how such a rainwater supply system works:

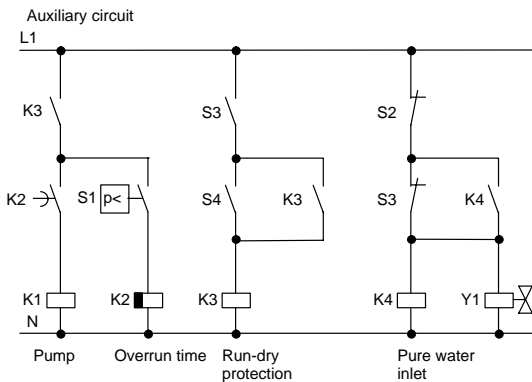


The rainwater is collected in a large water butt. From the water butt it is pumped by a pumping station into a piping system provided for it. From there it can be drawn off in the same way as the normal household water supply. If the water butt should run dry, it can be topped up with mains water.

8.7.1 Demands on the Control System of a Rainwater Pump

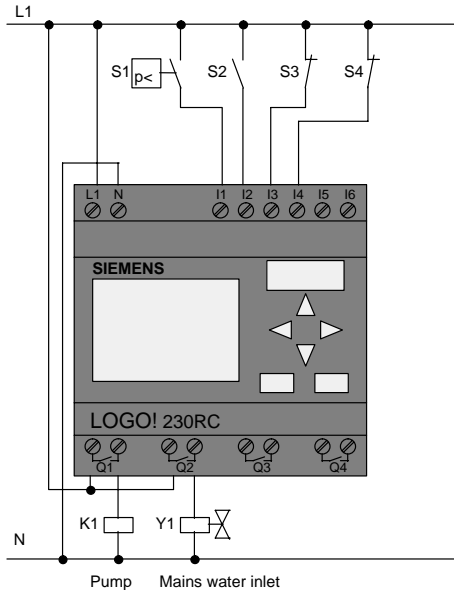
- The system must be capable of supplying water at all times. If necessary, the control system must switch over to mains water if the rainwater runs out.
- The system must not allow rainwater to enter the mains supply when switching over to mains water.
- The pump cannot be switched on if there is not enough water in the rainwater butt (run-dry prevention system).

8.7.2 Previous Solution



The pump and a solenoid valve are controlled by means of a pressure switch and 3 float switches that are fitted in the rainwater butt. The pump must be switched on when the pressure in the cylinder falls below the minimum level. Once the operating pressure has been reached, the pump is switched off again following a short overrun period of a few seconds. The overrun time prevents the water pump continuously cutting in and out if water is drawn off for any length of time.

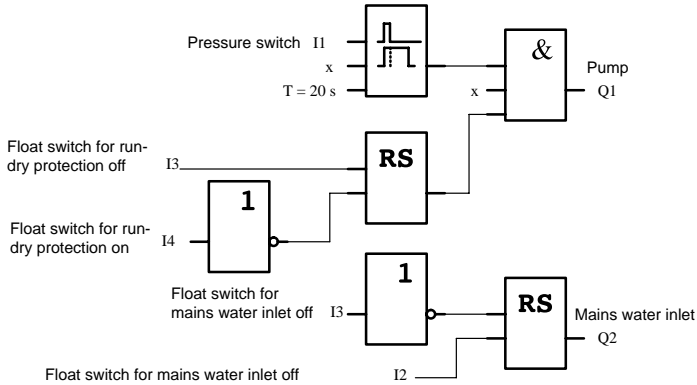
8.7.3 Rainwater Pump with LOGO! 230RC



Apart from LOGO!, you only need the pressure switch and the float switches to control the pump. If you are using a 3-phase AC motor, you must use a master contactor for switching the pump. On systems using single-phase AC pumps, you must fit a contactor if the AC pump requires a higher current than can be switched by the output relay Q1. The power of a solenoid valve is so low that it can normally be controlled directly.

- K1 Master contactor
- Y1 Solenoid valve
- S1 (*NO contact*) Pressure switch
- S2 (*NO contact*) Float switch
- S3 (*NC contact*) Float switch
- S4 (*NC contact*) Float switch

Block diagram of the LOGO! solution



8.7.4 Special Features and Enhancement Options

The function diagram shows how you can connect up the control system for the pump and the solenoid valve. Its layout corresponds to that of the current flow diagram. You also have the possibility of incorporating additional functions for specific applications that would only be possible with the inclusion of extra equipment if you were using conventional technology, e.g.:

- Enabling the pump at specific times
- Indication of imminent or existing shortage of water
- Reporting of system faults

8.8 Further Potential Applications

In addition to the above applications, we have also put a selection of 23 further potential applications on the Internet (updated June 1999) at www.ad.siemens.de/logo/html_00/einsatz.htm.

The following are some of the examples you can find there:

- Watering greenhouse plants
- Control of conveyor systems
- Control of a bending machine
- Shop window lighting
- Bell system (e.g. in a school)
- Parking lot surveillance
- Exterior lighting
- Control system for shutters
- Interior and exterior lighting for an apartment block
- Control system for a cream stirrer
- Sports hall lighting
- Equal distribution of 3 loads
- Sequence control system for cable-welding machines with large cross-sections
- Step switch (e.g. for fans)
- Boiler sequence control
- Control system for several pump sets with centralized operation
- Cutting device (e.g. for detonating fuses)
- Monitoring length of use (e.g. in solar energy system)
- Intelligent foot buttons (e.g. to select speeds)
- Control of an elevating platform
- Impregnation of textiles – heating and conveyor control system
- Silo-filling system

And many more.

You can also find descriptions and the relevant circuit diagrams of the applications on the Internet. You can read these *.pdf files with Adobe Acrobat Reader. And if you have installed the LOGO!Soft or LOGO!Soft Comfort programming software on your PC, you can simply download the relevant circuit diagrams at the touch of a button, adapt them to your requirements, transfer them into LOGO! via the PC cable and start to use them.

Advantages of using LOGO!

It is worth using LOGO! particularly when you:

- Can replace a number of auxiliary switching devices with the integrated functions of LOGO!.
- Want to save yourself wiring and installation work (because the wiring is done in LOGO!).
- Want to reduce the space required for components in the control cabinet/distribution box. You may be able to use a smaller control cabinet/distribution box.
- Can add or change functions subsequently without having to install an additional switching device or change the wiring.
- Have to provide your customers with additional functions for their domestic or building installation. Here are some examples:
 - Home security: You can program LOGO! to switch a lamp on regularly or open and close your shutters while you are on holiday.
 - Heating system: You can program LOGO! to run the circulation pump only when water or heat is really required.
 - Cooling systems: You can program LOGO! to thaw your cooling systems automatically on a regular basis to save energy costs.
 - You can illuminate aquaria and terraria automatically on a time-dependent basis.

You can also:

- Use commercially available switches and buttons, which makes it easy to integrate in the installation.
- Connect LOGO! directly to your domestic installation due to its integrated power supply.

Do you have any suggestions?

There are definitely more ways to use LOGO!. If you know of one, why not write to us? We will collect all the suggestions we receive, and we intend to pass on as many as we can. So drop us a line – no matter how unusual or simple your LOGO! circuit is! We would be delighted to receive your suggestions.

Write to:

Siemens AG
A&D AS MVM – LOGO!
Postfach 48 48
D-90327 Nürnberg

A Technical Specifications

A.1 General Technical Specifications

Criterion	Complies with	Values
Dimensions (WxHxD) Weight Installation		72 x 90 x 55 mm Approx. 190 g On 35 mm DIN rail width of 4 modules
LOGO!...L...: Dimensions (WxHxD) Weight Installation		126 x 90 x 55 mm Approx. 360 g On 35 mm DIN rail width of 7 modules
Climatic environmental conditions		
Ambient temperature Horizontal installation Vertical installation	Cold: IEC 68-2-1 Heat: IEC 68-2-2*	0 ... 55 °C 0 ... 55 °C
Storage/transport		− 40 °C ... +70 °C
Relative humidity	IEC 68-2-30	From 5 to 95 % no condensation
Air pressure		795 ... 1080 hPa
Pollutants	IEC 68-2-42 IEC 68-2-43	SO ₂ 10 cm ³ /m ³ , 4 days H ₂ S 1 cm ³ /m ³ , 4 days
Mechanical environmental conditions		
Type of protection		IP20
Vibrations:	IEC 68-2-6	10 ... 57 Hz (constant amplitude 0.15 mm) 57 ... 150 Hz (constant acceleration 2 g)
Shock	IEC 68-2-27	18 shocks (Half-sine 15g/11ms)

*IEC 68 includes VDE 0631

Criterion	Complies with	Values
Drop	IEC 68-2-31	Drop height 50 mm
Free fall (packaged)	IEC 68-2-32	1 m
Electromagnetic compatibility (EMC)		
Electrostatic discharge	IEC 801-2 Severity 3	8 kV air discharge 6 kV contact discharge
Electromagnetic fields	IEC 801-3	Field strength 10 V/m
Interference suppression	EN 55011	Limit class B group 1 Limit class for ASi operation
EMC emitted interference	EN 50081-2	
Interference immunity	EN 50082-2	
Burst pulses	IEC 801-4 Severity 3	2 kV (supply and signal lines) B11 variants: to <i>ASi Complete Specification V 2.0 dated 27.11.95</i>
Energy carriers Single pulse (surge) (applies only to LOGO! 230....)	IEC 801-5 Severity 2	0.5 kV (power lines) symmetrical 1 kV (power lines) asymmetrical
Information on IEC – / VDE – safety		
Measurement of clearance and creepage distance	IEC 664, IEC 1131, EN 50178 draft 11/94 UL 508, CSA C22.2 No 142 Also VDE 0631 for LOGO! 230R/RC	Fulfilled
Insulation strength	IEC 1131	Fulfilled

A.2 Technical Specifications: LOGO! 230...

	LOGO! 230RC LOGO! 230RC _o	LOGO! 230RCL LOGO! 230RCLB11
Power supply		
Input voltage	115/230 V AC	115/230 V AC
Permissible range	85 ... 253 V AC	85 ... 253 V AC
Permissible mains frequency	47 ... 63 Hz	47 ... 63 Hz
Power consumption <ul style="list-style-type: none"> • 115 V AC • 230 V AC 	10 ... 30 mA 10 ... 20 mA	15 ... 65 mA 15 ... 40 mA
Voltage failure bridging <ul style="list-style-type: none"> • 115 V AC • 230 V AC 	Typically 10 ms Typically 20 ms	Typically 10 ms Typically 20 ms
Power loss at <ul style="list-style-type: none"> • 115 V AC • 230 V AC 	1.1 ... 3.5 W 2.3 ... 4.6 W	1.7 ... 7.5 W 3.4 ... 9.2 W
Clock buffering at 25 °C	Typically 80 h	Typically 80 h
Accuracy of the real-time clock	Max. ±5 s a day	Max. ±5 s a day
Digital inputs		
Number	6	12
Electrical isolation	No	No
Input voltage L1 <ul style="list-style-type: none"> • Signal 0 • Signal 1 	< 40 V AC > 79 V AC	< 40 V AC > 79 V AC
Input current at <ul style="list-style-type: none"> • Signal 0 • Signal 1 	< 0.03 mA > 0.08 mA	< 0.03 mA > 0.08 mA

	LOGO! 230RC LOGO! 230RCo	LOGO! 230RCL LOGO! 230RCLB11
Delay time at <ul style="list-style-type: none"> • 0 after 1 • 1 after 0 	Typically 50 ms Typically 50 ms	Typically 50 ms Typically 50 ms
Line length (unshielded)	100 m	100 m
Digital outputs		
Number	4	8
Output type	Relay outputs	Relay outputs
Electrical isolation	Yes	Yes
In groups of	1	2
Activation of digital input	Yes	Yes
Continuous current I_{th} (per connector)	Max. 10 A	Max. 10 A
Incandescent lamp load (25,000 switching cycles) at 230/240 V AC 115/120 V AC	1000 W 500 W	1000 W 500 W
Fluorescent tubes with electr. control gear (25,000 switching cycles)	10 x 58 W (at 230/240 V AC)	10 x 58 W (at 230/240 V AC)
Fluorescent tubes, conventionally compensated (25,000 switching cycles)	1 x 58 W (at 230/240 V AC)	1 x 58 W (at 230/240 V AC)
Fluorescent tubes, uncompensated (25,000 switching cycles)	10 x 58 W (at 230/240 V AC)	10 x 58 W (at 230/240 V AC)
Short circuit-proof cos 1	Power protection B16 600A	Power protection B16 600A
Short-circuit proof cos 0.5 to 0.7	Power protection B16 900A	Power protection B16 900A

	LOGO! 230RC LOGO! 230RCo	LOGO! 230RCL LOGO! 230RCLB11
Parallel switching of outputs to increase power	Not permitted	Not permitted
Protection of output relay (if desired)	Max. 16 A, characteristic B16	Max. 16 A, characteristic B16
Switching rate		
Mechanical	10 Hz	10 Hz
Ohmic load/lamp load	2 Hz	2 Hz
Inductive load	0.5 Hz	0.5 Hz
ASi-slave connection (LOGO! 230RCLB11 only)		
ASi profile <ul style="list-style-type: none"> • I/O config • ID code 		7.F 7 _h F _h
Number of virtual digital inputs		4
Number of virtual digital outputs		4
Power supply		ASi power supply unit
Power consumption		Typically 30 mA
Electrical isolation		Yes
Reverse polarity protection		Yes

A.3 Technical Specifications: LOGO! 24 Basic

	LOGO! 24	LOGO! 24RC LOGO! 24RCo
Power supply		
Input voltage	24 V DC	24 V AC
Permissible Range	20.4 to 28.8 V DC	20.4 ... 26.4 V AC
Power consumption from 24 V DC	10 ... 20 mA	15 ... 120 mA
Voltage failure bridging		Typically 5 ms
Power loss at 24 V	0.2 ... 0.5 W	0.3 ... 1.8 W (AC)
Clock buffering at 25 °C		Typically 80 h
Accuracy of the real-time clock		Max. ± 5 s a day
Digital inputs		
Number	8	6
Electrical isolation	No	No
Input voltage L+		
<ul style="list-style-type: none"> • Signal 0 • Signal 1 	<ul style="list-style-type: none"> < 5 V DC > 8 V DC 	<ul style="list-style-type: none"> < 5 V AC > 12 V AC
Input current at		
<ul style="list-style-type: none"> • Signal 0 • Signal 1 	<ul style="list-style-type: none"> < 0.3 mA (I1...I6) < 0.05 mA (I7, I8) > 1.0 mA (I1...I6) > 0.1 mA (I7, I8) 	<ul style="list-style-type: none"> < 1.0 mA > 2.5 mA
Delay time at		
<ul style="list-style-type: none"> • 0 after 1 • 1 after 0 	<ul style="list-style-type: none"> Typically 1.5 ms Typically 1.5 ms 	<ul style="list-style-type: none"> Typically 1.5 ms Typically 15 ms
Line length (unshielded)	100 m	100 m
Analog inputs		
Number	2 (I7, I8)	

	LOGO! 24	LOGO! 24RC LOGO! 24RCo
Range	0 ... 10 V DC	
Digital outputs		
Number	4	4
Output type	Transistor, current-sourcing	Relay outputs
Electrical isolation	No	Yes
In groups of		1
Activation of digital input	Yes	
Output voltage	\triangle Supply voltage	
Output current	Max. 0.3 A	
Continuous current I_{th}		Max. 10 A
Incandescent lamp load (25,000 switching cycles) at		1000 W
Fluorescent tubes with electr. control gear (25,000 switch- ing cycles)		10 x 58 W
Fluorescent tubes, conven- tionally compensated (25,000 switching cycles)		1 x 58 W
Fluorescent tubes, uncom- pensated (25,000 switching cycles)		10 x 58 W
Short circuit-proof and over- load-proof	Yes	
Short-circuit current limitation	Approx. 1 A	
Derating	None throughout the entire tempera- ture range	
Short circuit-proof cos 1		Power protection B16 600A

	LOGO! 24	LOGO! 24RC LOGO! 24RCo
Short-circuit proof $\cos 0.5$ to 0.7		Power protection B16 900A
Parallel switching of outputs to increase power	Not permitted	Not permitted
Protection of output relay (if desired)		Max. 16 A, characteristic B16
Switching rate		
Mechanical		10 Hz
Electrical	10 Hz	
Ohmic load/lamp load	10 Hz	2 Hz
Inductive load	0.5 Hz	0.5 Hz

A.4 Technical Specifications: LOGO! 24 Long

	LOGO! 24L	LOGO! 24RCL LOGO! 24RCLB11
Power supply		
Input voltage	24 V DC	24 V DC
Permissible range	20.4 to 28.8 V DC	20.4 to 28.8 V DC
Power consumption from 24 V DC	10 ... 30 mA + 0.3 A per output	15 ... 120 mA
Voltage failure bridging		Typically 5 ms
Power loss at 24 V DC	0.2 ... 0.8 W	0.3 ... 2.9 W
Clock buffering at 25 °C		Typically 80 h
Accuracy of the real-time clock		Max. ± 5 s a day
Electrical isolation	No	No
Reverse polarity protection	Yes	Yes
Digital inputs		
Number	12	12
Electrical isolation	No	No
Input voltage L+ <ul style="list-style-type: none"> • Signal 0 • Signal 1 	<ul style="list-style-type: none"> < 5 V DC > 12 V DC 	<ul style="list-style-type: none"> < 5 V DC > 12 V DC
Input current at <ul style="list-style-type: none"> • Signal 0 • Signal 1 	<ul style="list-style-type: none"> < 1.5 mA > 4.5 mA 	<ul style="list-style-type: none"> < 1.5 mA > 4.5 mA
Delay time at <ul style="list-style-type: none"> • 0 after 1 • 1 after 0 	<ul style="list-style-type: none"> Typically 1.5 ms Typically 1.5 ms 	<ul style="list-style-type: none"> Typically 1.5 ms Typically 1.5 ms
Line length (unshielded)	100 m	100 m

	LOGO! 24L	LOGO! 24RCL LOGO! 24RCLB11
Digital outputs		
Number	8	8
Output type	Transistor, current-sourcing	Relay outputs
Electrical isolation	No	Yes
In groups of		2
Activation of digital input	Yes	Yes
Output voltage	\triangleq Supply voltage	
Output current	Max. 0.3 A	
Continuous current I_{th} (per connector)		Max. 10 A
Incandescent lamp load (25,000 switching cycles) at		1000 W
Fluorescent tubes with electr. control gear (25,000 switching cycles)		10 x 58 W
Fluorescent tubes, conventionally compensated (25,000 switching cycles)		1 x 58 W
Fluorescent tubes, uncompensated (25,000 switching cycles)		10 x 58 W
Short circuit-proof and overload-proof	Yes	
Short-circuit current limitation	Approx. 1 A	
Derating	None throughout the entire temperature range	None throughout the entire temperature range
Short circuit-proof cos 1		Power protection B16 600A

	LOGO! 24L	LOGO! 24RCL LOGO! 24RCLB11
Short-circuit proof cos 0.5 to 0.7		Power protection B16 900A
Parallel switching of outputs to increase power	Not permitted	Not permitted
Protection of output relay (if desired)		Max. 16 A, characteristic B16
Switching rate		
Mechanical		10 Hz
Electrical	10 Hz	
Ohmic load/lamp load	10 Hz	2 Hz
Inductive load	0.5 Hz	0.5 Hz
ASi slave connection (LOGO! 24RLCB11 only)		
ASi profile <ul style="list-style-type: none"> • I/O config • ID code 		7.F 7 _h F _h
Number of virtual digital inputs		4
Number of virtual digital outputs		4
Power supply		ASi power supply unit
Power consumption		Typically 30 mA
Electrical isolation		Yes
Reverse polarity protection		Yes

A.5 Technical Specifications: LOGO! 12...

	LOGO! 12RCL	LOGO! 12/24RC LOGO! 12/24RCo
Power supply		
Input voltage	12 V DC	12/24 V DC
Permissible range	10.8 ... 15.6 V DC	10.8 ... 15.6 V DC 20.4 ... 28.8 V DC
Power consumption	10 ... 165 mA (from 12 V DC)	10 ... 120 mA (from 12/24 V DC)
Voltage failure bridging	Typically 5 ms	Typically 5 ms
Power loss	0.1 ... 2.0 W (at 12 V DC)	0.1 ... 1.2 W (at 12/24 V DC)
Clock buffering at 25 °C	Typically 80 h	Typically 80 h
Accuracy of the real-time clock	Max. ±5 s a day	Max. ±5 s a day
Electrical isolation	No	No
Reverse polarity protection	Yes	Yes
Digital inputs		
Number	12	8
Electrical isolation	No	No
Input voltage L+ <ul style="list-style-type: none"> • Signal 0 • Signal 1 	< 4 V DC > 8 V DC	< 5 V DC > 8 V DC
Input current at <ul style="list-style-type: none"> • Signal 0 • Signal 1 	< 0.5 mA > 1.5 mA	< 1.0 mA > 1.5 mA
Delay time at <ul style="list-style-type: none"> • 0 after 1 • 1 after 0 	Typically 1.5 ms Typically 1.5 ms	Typically 1.5 ms Typically 1.5 ms

	LOGO! 12RCL	LOGO! 12/24RC LOGO! 12/24RCo
Line length (unshielded)	100 m	100 m
Analog inputs		
Number		2 (I7, I8)
Range		0 ... 10 V DC
Digital outputs		
Number	8	4
Output type	Relay outputs	Relay outputs
Electrical isolation	Yes	Yes
In groups of	2	1
Activation of digital input	Yes	Yes
Output voltage		
Output current		
Continuous current I_{th} (per connector)	Max. 10 A	Max. 10 A
Incandescent lamp load (25,000 switching cycles) at	1000 W	1000 W
Fluorescent tubes with electr. control gear (25,000 switching cycles)	10 x 58 W	10 x 58 W
Fluorescent tubes, conventionally compensated (25,000 switching cycles)	1 x 58 W	1 x 58 W
Fluorescent tubes, uncompensated (25,000 switching cycles)	10 x 58 W	10 x 58 W
Short circuit-proof and overload-proof		
Short-circuit current limitation		
Derating	None throughout the entire temperature range	

	LOGO! 12RCL	LOGO! 12/24RC LOGO! 12/24RCo
Short circuit–proof cos 1	Power protection B16 600A	Power protection B16 600A
Short–circuit proof cos 0.5 to 0.7	Power protection B16 900A	Power protection B16 900A
Parallel switching of outputs to increase power	Not permitted	Not permitted
Protection of output relay (if desired)	Max. 16 A, characteristic B16	Max. 16 A, characteristic B16
Switching rate		
Mechanical	10 Hz	10 Hz
Electrical		
Ohmic load/lamp load	2 Hz	2 Hz
Inductive load	0.5 Hz	0.5 Hz

Switching capacity and service life of the relay outputs

Ohmic load

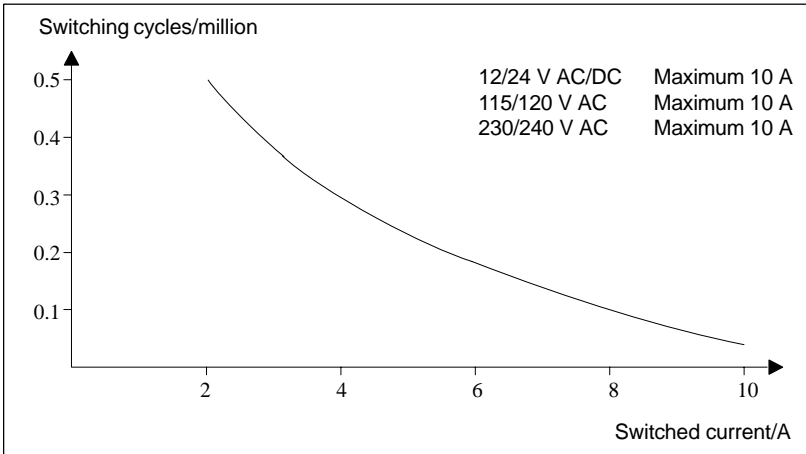


Figure A Switching capacity and service life of the contacts at ohmic load (heating)

Inductive load

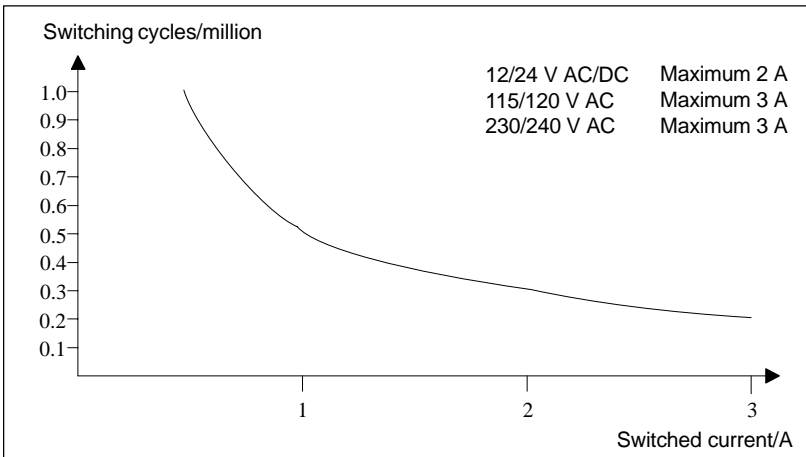


Figure B Switching capacity and service life of the contacts at highly inductive load to IEC 947-5-1 DC13/AC15 (contactors, solenoid coils, motors)

A.6 Technical Specifications: LOGO!Power 12 V

LOGO! Power 12 V is a switched-mode primary power supply unit for LOGO! devices. Two current intensities are available.

	LOGO! Power 12 V / 1.9 A	LOGO! Power 12 V / 4.5 A
Input data		
Input voltage	120 ... 230 V AC	
Permissible range	85 ... 264 V AC	
Permissible mains frequency	47 ... 63 Hz	
Voltage failure bridging	> 40 ms (at 187 V AC)	
Input current	0.3 ... 0.18 A	0.73 ... 0.43 A
Making current (25°C)	≤ 15 A	≤ 30 A
Device protection	Internal	
Recommended circuit breaker (IEC 898) in mains in-feed	> 6 A characteristic D > 10 A characteristic C	
Output data		
Output voltage	12 V DC	
Overall tolerance	+/- 3 %	
Adjustment range	11.1 ... 12.9 V DC	
Residual ripple	< 200 mV _{SS}	
Output current	1.9 A	4.5 A
Overcurrent limiting	2.4 A	4.5 A
Efficiency	≥ 80 %	
Parallel switching to increase power	Yes	
Electromagnetic compatibility		
Interference suppression	EN 50081-1, EN 55022 Class B	
Interference immunity	EN 50082-2	

	LOGO! Power 12 V / 1.9 A	LOGO! Power 12 V / 4.5 A
Safety		
Electrical isolation, primary/ secondary	Yes, SELV (to EN 60950/VDE 0805)	
Safety class	II (to IEC 536/VDE 0106 T1)	
Type of protection	IP 20 (to EN 60529/VDE 470 T1)	
CE marking	Yes	
UL/CSA certification	Yes UL 508 / CSA 22.2	
FM approval	In preparation	
General details		
Ambient temperature range	-20 ... +55°C, natural convection	
Storage and transport temperature	- 40 ... +70°C	
Connections on input	One connector (1x2.5mm ² o. 2x 1.5 mm ²) each for L1 and N	
Connections on output	Two connectors (1x2.5mm ² o. 2x 1.5 mm ²) each for L+ and M	
Installation	On 35 mm DIN rail, snap-on	
Dimensions in mm (WxHxD)	72 x 80 x 55	126 x 90 x 55
Approx. weight	0.2 kg	0.4 kg

A.7 Technical Specifications: LOGO!Power 24 V

LOGO! Power 24 V is a switched-mode primary power supply unit for LOGO! devices. Two current intensities are available.

	LOGO! Power 24 V/1.3 A	LOGO! Power 24 V/2.5 A
Input data		
Input voltage	120 ... 230 V AC	
Permissible range	85 ... 264 V AC	
Permissible mains frequency	47 ... 63 Hz	
Voltage failure bridging	40 ms (at 187 V AC)	
Input current	0.48 ... 0.3 A	0.85 ... 0.5 A
Making current (25°C)	< 15 A	< 30 A
Device protection	Internal	
Recommended circuit breaker (IEC 898) in mains in-feed	> 6 A characteristic D > 10 A characteristic C	
Output data		
Output voltage	24 V DC	
Overall tolerance	+/- 3 %	
Adjustment range	22.2 ... 25.8 V DC	
Residual ripple	< 250 mV _{SS}	
Output current	1.3 A	2.5 A
Overcurrent limiting	1.6 A	2.8 A
Efficiency	> 80 %	
Parallel switching to increase power	Yes	
Electromagnetic compatibility		
Interference suppression	EN 50081-1, EN 55022 Class B	
Interference immunity	EN 50082-2	

	LOGO! Power 24 V/1.3 A	LOGO! Power 24 V/2.5 A
Safety		
Electrical isolation, primary/ secondary	Yes, SELV (to EN 60950/VDE 0805)	
Safety class	II (to IEC 536/VDE 0106 T1)	
Type of protection	IP 20 (to EN 60529/VDE 470 T1)	
CE marking	Yes	
UL/CSA certification	Yes UL 508 / CSA 22.2	
FM approval	Yes Class I, Div. 2, T4	
General details		
Ambient temperature range	−20 ... +55°C, natural convection	
Storage and transport temperature	−40 ... +70°C	
Connections on input	One connector (1x2.5mm ² o. 2x 1.5 mm ²) each for L1 and N	
Connections on output	Two connectors (1x2.5mm ² o. 2x 1.5 mm ²) each for L+ and M	
Installation	On 35 mm DIN rail, snap-on	
Dimensions in mm (WxHxD)	72 x 80 x 55	126 x 90 x 55
Approx. weight	0.2 kg	0.4 kg

A.8 Technical Specifications: LOGO! Contact 24/230

LOGO! Contact 24 and LOGO! Contact 230 are switching modules for the direct switching of ohmic loads of up to 20 A and motors of up to 4 kW (without noise emission, hum-free).

	LOGO! Contact 24	LOGO! Contact 230
Operating voltage	24 V DC	230 V AC; 50/60 Hz
Switching capacity		
Utilization category AC-1: Switching of ohmic load at 55°C Operating current at 400 V Output of three-phase loads at 400 V	85 ... 264 V (derating at <93 V) 20 A 13 kW	
Utilization category AC-2, AC-3: Motors with slipring or squirrel-cage rotor Operating current at 400 V Output of three-phase loads at 400 V	85 ... 264 V (derating at <93 V) 8.4 A 4 kW	
Short-circuit protection: Assignment type 1 Assignment type 2	25 A 10 A	
Connecting leads	Finely stranded with wire end ferules single-core 2x (0.75 to 2.5) mm ² 2x (1 to 2.5) mm ² 1 x 4 mm ²	
Dimensions (WxHxD)	36 x 72 x 55	
Ambient temperature	-25 ... +55°C	
Storage temperature	-50 ... +80°C	

B Determining Memory Requirements

Use of memory areas

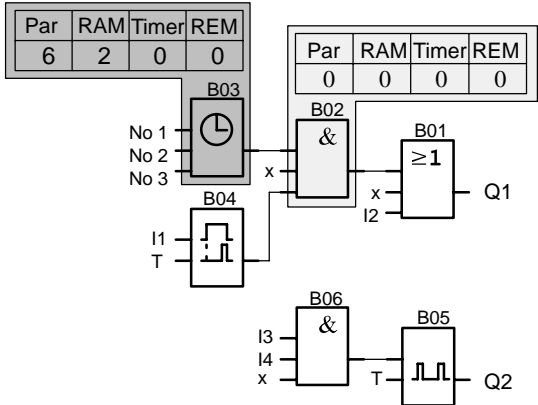
If you are unable to enter another block when you are entering a program, this means a memory area is completely occupied. LOGO! only offers you the blocks that will still fit into LOGO!. If no more blocks from a list fit into LOGO!, you will not be able to select the list again.

If a memory area is occupied, you have to optimize your circuit or use a second LOGO!.

Determining the amount of memory required

When you calculate the memory requirements of a circuit, you must always include all the individual areas of the memory.

Example:



The example program consists of the following:

Block no.	Function	Memory area				
		Par	RAM	Timer	REM	Blocks
B01	OR	0	0	0	0	1
B02	AND	0	0	0	0	1
B03	Time switch	6	2	0	0	1
B04	On delay	1	1	1	0	1
B05	Clock pulse generator	1	1	1	0	1
B06	AND	0	0	0	0	1
	Resources occupied by the program	8	4	2	0	6
	Memory limitations in LOGO!	48	27	16	15	56
	Still available in LOGO!	40	23	14	15	50

The program therefore fits into LOGO!.

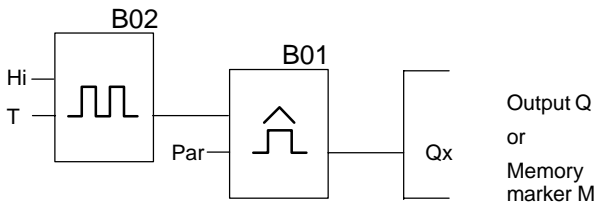
C Determining the Cycle Time

The program cycle is the complete execution of the program, primarily the reading in of the inputs, the processing of the program and the subsequent reading out of the outputs. The cycle time is the time required to execute a program once in full.

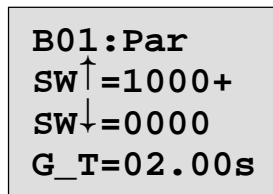
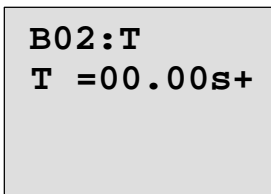
The time required for a program cycle can be determined using a short test program. The test program is created in LOGO! and produces a value during processing in parameterization mode from which the current cycle time can be calculated.

Test program

1. Create the test program by linking an output or marker to a threshold switch and by switching a clock pulse generator at its input, which is switched on by a hi signal.



2. Parameterize the two blocks as shown below. A clock pulse is generated in each program cycle based on the cycle time of 0 seconds. The time interval of the threshold switch is set to 2 seconds.



- Then start the program and switch LOGO! to parameterization mode. You can look at the parameters for the threshold switch in parameterization mode.

```

B01:Par
SW↑=1000+
SW↓=0000
fa =0086
    
```

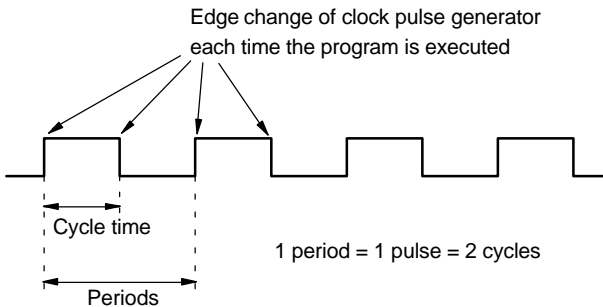
fa= is the sum of the pulses measured per time unit G_T

- The inverse value of fa is equal to the cycle time of LOGO! with the current program stored in the memory.
 $1/fa = \text{cycle time in s}$

Explanation

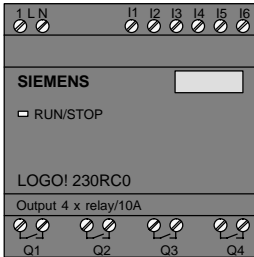
The clock pulse generator (T=0) changes its output signal every time the program is executed. A level (high or low) thus lasts exactly one cycle. A period therefore lasts 2 cycles.

The threshold switch indicates the ratio of periods per 2 seconds which results in the ratio of cycles per second.



D LOGO! Without a Display

The LOGO! 12/24RC0, LOGO! 24RC0 and LOGO! 230RC0 variants without a display were developed because some special applications don't need operating units such as keypads and a display during operation.



Less is definitely more!

The advantages for you:

- More cost-efficient than with an operating unit.
- Require less space in the cabinet than conventional hardware.
- Considerably more flexible and less costly than separate hardware units.
- Advantageous for applications in which two or three conventional switching devices can be replaced.
- Very easy to use.
- Cannot be used by unauthorized persons.
- Compatible with LOGO! basic variants.

Programming without an operating unit

There are two ways to program LOGO! without a display:

- Create a program with LOGO! software on the PC and transfer the program to LOGO!
- Transfer the program from a LOGO! program module/card to your LOGO! without a display.

Operating characteristics

Once the power supply has been connected, LOGO! is ready for operation. You can switch off LOGO! without a display by disconnecting the power supply, for example by removing the plug.

You can't use a key combination to set up LOGO! RCo variants for data transfer, and similarly programs can't be stopped or started using keys. LOGO! RCo variants therefore have modified startup characteristics:

Startup characteristics

If a LOGO! program module/card is inserted, a program stored there will be copied to the device immediately after LOGO! has been switched on, thus overwriting an existing program.

If a PC cable is inserted, LOGO! automatically goes into PC ↔ LOGO mode when it is switched on. Using the PC software LOGO!Soft and LOGO!Soft Comfort you can read the programs from LOGO! or store them on LOGO!.

If there is already a valid program in the program memory, LOGO! will automatically transfer from STOP to RUN after power has been switched on.

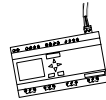
Operating status indicator

Operating statuses, such as Power On, RUN and STOP are indicated by an LED on the front hood.

- Red LED: PowerOn/STOP
- Green LED: PowerOn/RUN

After the power supply has been switched on and whenever LOGO! is not in RUN mode, the red LED comes on. When LOGO! is in RUN mode, the green LED comes on.

E LOGO! ...LB11: Active-Passive Switchover



All LOGO!...B11 variants are factory-set to address 0.

When the master is assigning addresses, only one active slave may be set to address 0 on the ASi bus at any one time. All the other slaves with address 0 must be passive i.e. unknown on the bus.



Caution

The ASi address can be changed 10 times for each LOGO! ...LB11 variant.

Additional changes are not guaranteed.

To enable you to switch LOGO!...B11 to passive, we have integrated a menu item in the programming menu.

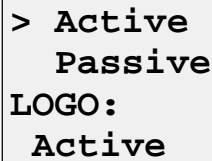
Switching LOGO! ...B11 between active and passive

1. Switch LOGO!...B11 to programming mode (using the 3-finger grip) and then press **OK** to get directly into the programming menu.
2. Press the key three times ▼

The cursor (>) is now positioned at the start of the ASi_BUS.. line

```
Edit Prg
Clear Prg
Set Clock
>ASi_BUS..
```

3. Press **OK**. The following display appears:



```
> Active
  Passive
LOGO:
  Active
```

4. Switch LOGO!...B11 to passive by pressing the key ▼ and then **OK**. The display indicates the new state



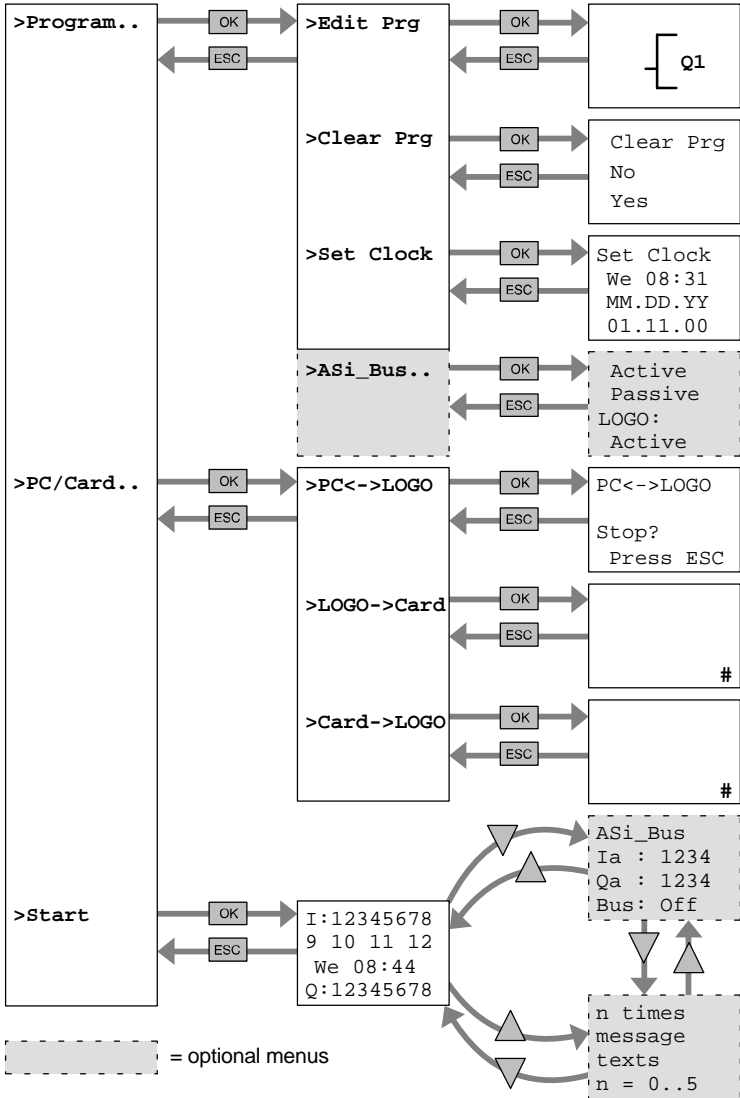
```
LOGO:
  Passive
```

5. As soon as the master has recognized an active slave and assigned it an address, you can switch another slave back from **passive** to **active**.

Note

You can only exit the menu for switching between active and passive if LOGO! is switched to **active**.

F LOGO! Menu Structure



Order Numbers

Table A

Variant	Designation	Order number
Standard	LOGO! 24RC	6ED1 052-1HB00-0BA2
	LOGO! 230RC	6ED1 052-1FB00-0BA2
Without display	LOGO! 12/24RCo *	6ED1 052-2MD00-0BA2
	LOGO! 24RCo	6ED1 052-2HB00-0BA2
	LOGO! 230RCo	6ED1 052-2FB00-0BA2
Analog input	LOGO! 12/24RC	6ED1 052-1MD00-0BA2
	LOGO! 24	6ED1 052-1CC00-0BA2
Long	LOGO! 12RCL	6ED1 053-1BB00-0BA2
	LOGO! 24L	6ED1 053-1CA00-0BA2
	LOGO! 24RCL	6ED1 053-1HB00-0BA2
	LOGO! 230RCL	6ED1 053-1FB00-0BA2
Bus	LOGO! 24RCLB11	6ED1 053-1HH00-0BA2
	LOGO! 230RCLB11	6ED1 053-1FH00-0BA2

*: Also with analog inputs

Table B

Accessories	Designation	Order number
Software	LOGO!Soft Comfort V2.0 Comfort update from 1.0 to 2.0	6ED1 058-0BA00-0YC1 6ED1 058-0CA00-0YC0
Program modules	Yellow card Red card	6ED1 056-1BA00-0AA0 6ED1 056-4BA00-0AA0
Switching module	LOGO!Contact 24 V LOGO!Contact 230 V	6ED1 057-4CA00-0AA0 6ED1 057-4EA00-0AA0
Power modules	LOGO!Power 12V/1.9A LOGO!Power 12V/4.5A LOGO!Power 24V/1.3A LOGO!Power 24V/2.5A	6EP1 321-1SH01 6EP1 322-1SH01 6EP1 331-1SH01 6EP1 332-1SH41
Others	PC cable Manual	6ED1 057-1AA00-0BA0 6ED1 050-1AA00-0AE3

Abbreviations

B01	Block number B01
B11	LOGO! device designation: ASi bus connection
BF	Basic functions
BN	Block number
C	LOGO! device designation: integrated clock
Cnt	Count = input for counter
Co	Connector
Dir	Direction (e.g. for counter)
En	Enable (e.g. for switching on the clock pulse generator)
L	LOGO! device designation: long variant
No	Cams (time switch parameters)
o	LOGO! device designation: without display
Par	Parameter
R	Reset
R	LOGO! device designation: relay outputs
S	Set (e.g. setting the latching relay)
SF	Special functions
T	Time (parameter)
Trg	Trigger (parameter)

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